THE OFFICIAL MAGAZINE

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ON TEST

30 Games Reviewed

The definitive guide to the best Wii games, written by the experts

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ISSUE 01 AUS $8.95 NZ $9.95 inc GST

Future MEDIA WITH PASSION

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G

Wii

NINTENDO DS™

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OUT NOW

Shaun White Snowboarding

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Wii™

Welcome to Animal Crossing™

LET'S GO TO THE CITY

Escape to a World with Endless Possibilities.

There's always something new to do in the living, breathing world of *Animal Crossing: Let's Go to the City* - where you can customise your town, your house, and yourself!

Head to the city for some shopping, see a concert or pamper yourself with a make-over.

Up to four people from your household can live and work together to build the perfect town, or play online with up to three friends using Nintendo Wi-Fi Connection and the new Wii Speak™.

In *Animal Crossing: Let's Go to the City* on Wii, life moves at a relaxed pace, but the world brims with endless possibilities.

Chat with friends via Nintendo Wi-Fi Connection using Wii Speak

NINTENDO DS.

Animal Crossing is also available on Nintendo DS

Game and console sold separately

Welcome to the city!

Explore beyond the gates of your town! Make a trek to the city to shop, watch concerts, bid in an auction and more!

Real Chat with Wii Speak.

Now you can speak with real world Wii friends too! With the Wii Speak™ accessory, up to four players can chat together online.

Keep a Real Calender.

Experience real time just like in the real world. Animal Crossing: Let's Go to the City is packed with new holidays, festivals and tournaments.

G Gaming experience may change online

nintendo Wi-Fi connection

Wii.com nintendo.com.au

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Wii console required

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Welcome

To Issue 01 • December 2008

That's right – it's official that we're 100% Official!
It's been a while coming, but we'd like to welcome you to the first issue of Official Nintendo Magazine: Australia & New Zealand.

To kick off, we've put together a bumper issue – 136 massive pages of reviews and features, plus a host of tips, tricks and tutorials on how to get the most from your Wii and DS.

If you like what you see, head on over to page 24 and subscribe – you'll save on the cover price, get us delivered direct each month and we'll even send you a thankyou gift!

Remember – we want to hear from you. Tell us what you think of the first issue, what you'd like to see moving on and you could win a Nintendo DS! You can go old-school and snail mail us at:

Official Nintendo Magazine
PO Box 1077
Mount St
North Sydney 2059

Or feel free to email me directly at nic.healey@futurenet.com

Enjoy the issue!!

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"The Wii plays GameCube games, so you can pick up some absolute bargains"

Playing Games, p122

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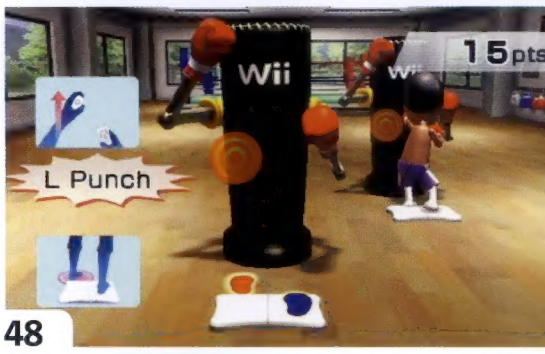

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WIN! MASSIVE GAME PACK
Turn to p11 now!
WATCH & LEARN
Meet the grandfather of Nintendo gaming: Game & Watch
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FEATURE
USB Sockets
These two sockets allow you to plug in Wii accessories such as the Wii Microphone (used in singing games such as Boogie) and USB keyboards (they'll be used to communicate in the imminent Animal Crossing: City Folk). Please note that USB Memory Sticks are not compatible with the Wii.
Fan
Behind this grid is the Wii's main fan cooling system. Make sure this area is not blocked and is open to airflow.
Wii Console: Back
AV Multiout
The Wii's TV cable plugs in here.
Sensor Bar Socket
The Sensor Bar plugs in here.
12V In
The Wii's power supply plugs in here connecting to the wall socket.
Wii Console: Top
Nintendo GameCube Memory Card Slots
Nintendo GameCube Controller Slots

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GET A GIFT FREE WHEN YOU SUBSCRIBE TO THE MAG
Turn to p60 now!

Starting Point

The two most important pages in this entire magazine, by far!

With 140 pages full of information we can understand how finding the information you need might seem a bit daunting. You should treat these two pages as your main point of reference if ever you get lost.

All the user guide information in this magazine (not including the bonus features and the reviews) falls into eight simple categories, all of which are listed here along with their direct page references.

These are the eight sections of the magazine which we feel are essential to new Wii users. They'll help you set up your machine correctly, make the most of everything it has to offer, learn what games work and what games don't and give you a helping hand if you ever get stuck.

OUT OF THE BOX p12

Your brand new Wii comes with everything you need to plug in and play but getting all those leads into the right places isn't always as straightforward as you think. This section includes:

- Positioning your Wii
- Getting the right channel on your TV
- Positioning the Sensor Bar
- And much more!

Open Sesame! It might seem obvious to some people but all those leads and connections can be a daunting experience.

YOUR NEW MACHINE p36

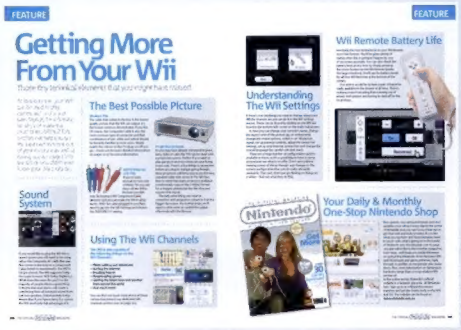
While you were setting up your machine you probably noticed a load of sockets, flaps and buttons that you haven't used. Here where we tell you what they all do. This section includes:

- SD Card port
- Button maps
- USB connections
- And more!

Through The Port Hole There are loads of connections and buttons but what do they all do? Find out on page 34.

GETTING MORE FROM YOUR Wii p46

At its most basic your Wii can be used to play Wii games. But you've just paid $399.95 for this thing so why not make the most of its abilities?



Essential Info Get a great picture, great sound and more on p48.

GETTING ONLINE p80

If you have a broadband connection at home you can treat yourselves to another world of good stuff. We'll tell you what is available and how to hook up safely. This section takes you through the connection process and tells you about all the benefits of hooking up your Wii.

Web Of Goodness There's so much to be gained from Wii online.

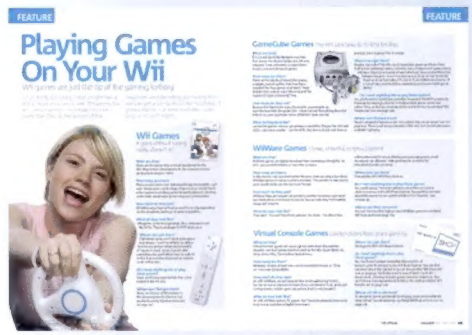
Wii CHANNELS p104

When you switch on your Wii you'll notice that there are several other applications available to you besides playing a game. Here are the details on what they all are, what they all do and what you need in order to use them.

Change The Channel Edit photos, download games and more!

PLAYING GAMES ON YOUR Wii p122

There are hundreds of games available to play on your Wii and many of them aren't actually Wii games!



Come Play! Your Wii can play much more than just Wii games.

PERIPHERAL VISION p126

Which accessories you need and which one you don't...

Wheely Good Extra controllers, memory cards and much more.

TROUBLE SHOOTING p136

Got a problem? Don't fret – we can probably help out.

The Nintendo Doctor All your Wii woes will be fixed right here!

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Select

Our pick of the latest **Nintendo** news

City slickers

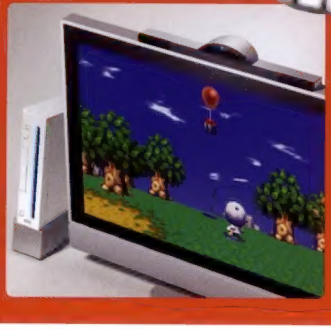
Animal Crossing: Lets Go To The City hits Australia

If you've ever wanted to talk to the animals, well you can now, with *Animal Crossing: Lets Go To The City* and Wii Speak

The *Animal Crossing* games have long been regarded as some of the most addictive and best loved on any Nintendo system and *Animal Crossing: LGTTC* looks like being no exception!

Huge in scale, with all the elements that made the Nintendo DS version such a hit, this game is set to make the most of the Wii's unique features.

Four people can live in your house and help create your town or with the Nintendo Wi-Fi Connection you can invite up to three friends to visit your town. The Wii Speak accessory also gets a run, letting you talk to your friends, no matter what their location. We'll have our massive full review out next issue, so stay tuned!



Like to Chat?

With Wii Speak comes a code that allows you to download the Wii Speak Channel at no charge. Once up and running, Wii Speak lets people in up to four locations who have traded Friend Codes chat with one another at no extra cost. When you use Wii Speak in real time, your Mii appears on your TV screen and mimics your chat. You also can leave audio messages for your friends and family members or use Wii Speak to narrate captions for your photos.

Meet the Mag

What you get each month

Reviews

Each month we'll look at the latest crop of games for both Wii and DS that are coming to Australia. Our promise to you is that we pick our reviewers carefully – lifelong gamers only – and as well as being 100% Official, we're 100% Honest. A game gets the score it deserves, always.

Controls

Need the Nunchuk for this one? Maybe a Classic Controller or even a Balance Board? It's all right here.

Verdict and Score

See instantly how each game scored, what we liked about them and what we think could have been a little better.

Features!

In-depth articles about all things Nintendo and the people who make then, plus tips and tutorials.

Rated

The Top 50 games available for Wii, DS and WiiWare. Think of it as the ultimate shoppers guide!

Super cool prize packs!

Chill out with **Shaun White Snowboarding** and **Rayman Raving Rabbids TV Party!**

Keep cool this summer with Shaun White Snowboarding: Road Trip and Rayman Raving Rabbids TV Party! Flip, kick and trick your way down some serious slopes. Plus, you can use the Wii Balance Board to get that real snowboarding feeling – see page 40 for our full review!

Thanks to Ubisoft, we've got some great prizes to giveaway! Two major winners will pick up a prize pack with the following:

- Wii Balance Board
- Shaun White Snowboarding: Road Trip for Wii
- Shaun White Snowboarding for DS
- Rayman Raving Rabbids TV Party for Wii
- Rayman Raving Rabbids TV Party for DS

Plus, three runners up will get the following:

- Shaun White Snowboarding: Road Trip for Wii
- Shaun White Snowboarding for DS
- Rayman Raving Rabbids TV Party for Wii
- Rayman Raving Rabbids TV Party for DS

To go in the running, simply answer the following question: *"How do you stay cool in Summer?"*

Pop your answers with your name and address on the back of an envelope and post to:

Official Nintendo Magazine Shaun White Comp
PO Box 1077
Mount St
North Sydney 2060

Get your entries in by 28/1/09 to be in the running!

Out Of The Box

Okay, so you've bought a Wii – now it's time to get it set up! And with our ten simple steps, you'll have your new bundle of joy running in no time!

1. Unpack And Unwind

So, what actually comes with your Wii?

Step 1
Inside the gleaming white box you'll find everything you need to get started. You literally don't need anything else. Here's a quick check list for the things you'll need to get out of the box in order to get everything working:

2. Everything In Its Right Place

It's time to get plugged in...

Plug In Baby All the sockets are clearly labelled so you wont have much trouble.

Step 2
There are three cables that need to be plugged into the back of the Wii – all three sockets can be found on the back of the machine. They're clearly labelled and only the right cable will plug into the right place so you don't have to worry about putting the wrong thing in the wrong hole! Plug the power supply into the '12V In' socket, the TV cable into the 'AV Multiout' socket and sensor bar cable into the 'Sensor Bar' socket.
You can either place the Wii console in its stand or lie it flat. Ideally you should put the Wii somewhere out of the way (next to the TV or in a spare position in your TV/stereo cabinet) but you need to have a clear line of sight so that the Wii Remote can communicate with the Wii. You should also be careful not to block the area behind the Wii so that the machine's fan can get enough air to cool the system.

3. The Sensor Bar

Making sure your Remote talks to your Wii

The Sixth Sense It doesn't look like much but the sensor bar is a crucial bit of kit.

Step 3

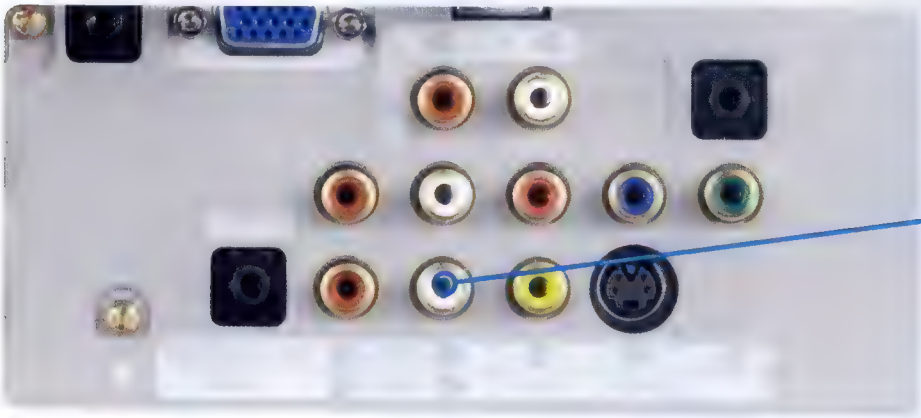
With the machine in its new home you should position the sensor bar either on top of the TV or below it on a flat surface. There's even a little plastic stand in the box (complete with adhesive tabs) so that you can sit the little fella where you see fit.

Wherever you place it, make sure that it's as close to the screen as possible and centrally placed. The black part should be facing you, with the wire at the back and the Nintendo logo facing down. And don't worry about the sticky tabs – any minor sticky residue can be easily removed from the TV with a damp cloth.

You should also note that you'll need to be sat at least five feet away from the sensor bar in order for the technology to work properly (further if it's a big TV) so think about this when you're setting up your TV with the sensor bar.

4. The TV Bit

Yes, believe it or not, you'll need a TV to play your Wii



Phonos
These smaller round plugs are phono sockets – the top row (red, blue and green) are for high quality component leads, the lower yellow one is for composite video.

Step 4

This next bit depends entirely on your TV. If you bought your TV within the last 8 years it's guaranteed to have a Composite AV socket (three circular connections – colour coded red, white and yellow). These can normally be found on the side, on the back or under a flap. You've probably already used them or are using them right now to plug your DVD/Video/Blu ray/PVR player into. The Wii comes complete with a Composite AV cable. Plug the red, white and yellow cables into the correct sockets on your TV.

If your TV doesn't have these sockets then you must have a very old TV and we're sad to say, it's time to upgrade to something with a little more oomph – you won't regret it!

5. Power Up!

Turn on, tune in and get playing...

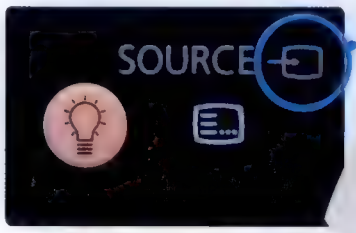
Step 5

Now there's just one thing left to do – plug the power supply into the mains! Flick the switch and press the Power button on the Wii.

The joy of plugging into your TV via the composite cables is that you don't have to tune in your TV. Grab your TV remote and find the button that says 'AV'. Some remotes might not say AV – they might just have a button with a special symbol on (see picture). The AV button will take you directly to the TV's external inputs. Normally you need to keep pressing the button until you get to the AV channel. Et voila! You should be faced with a white screen with a picture of the Wii Remote. Some older TVs make you go to Channel 0 or one lower in order to get to the AV channel. If you're still unsure you should consult your TV manual and look for the section that talks about the AV channels.

Push The Button

If you're anything like us you'll have no idea what all the buttons on your TV remote do. Not to worry though, there's only one important one when it comes to playing your Wii: the AV button.



6. Take Control

Getting to grips with the Wii Remote

Remote Control Behold! The Wii Remote. It's a kind of magic. No, really.

Step 6

With the correct channel located it's time to grab the Wii Remote from the box. You should get the Nunchuck out too but you won't need it just yet. You should find some batteries (2 x AA) in the box. These need to be slotted into the battery compartment on the back of the Wii Remote.

Attach the wrist strap to the base of the Wii Remote by looping the string through the small hole. Now attached the strap to your wrist – you don't want to get too excited and throw the Remote at the TV set now do you?

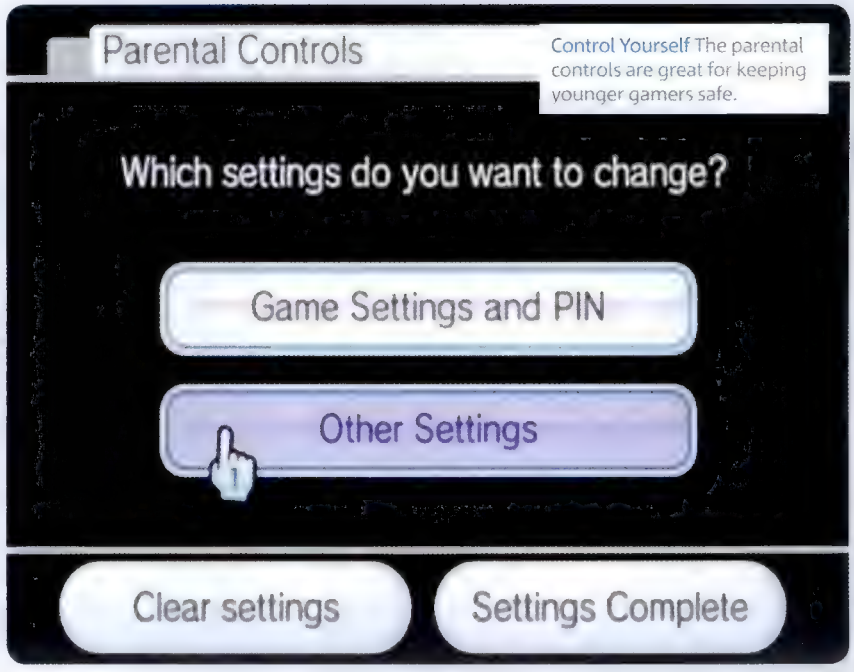
Now it's time to get started. There should be a prompt on the TV screen telling you to 'Press A to continue'. A is the large button on the front of the Wii Remote. Hold the Remote as shown in the picture on the screen and press A. As soon as you press it the blue lights on the front of the Wii Remote will flash. After a few seconds the first light will remain lit. If this does not happen, and if no lights remain lit you will need to 'synch' the Remote.

Don't fear, this is really very simple to do. To synch the Remote, remove the lid from the Remote's battery compartment and look for the small red button. Press this button once. Now go to the front of the Wii and open the flap (just under the 'Reset' button). Look for the red 'synch' button. While the lights on your Wii Remote are flashing, you should now quickly press the Wii's synch button once. After a few moments, the Wii Remote should synch with the Wii, allowing you to get on with the business at hand: playing videogames! If you still have problems, try checking our Troubleshooting section that starts on page 136.

7. Menu Screen Joy

It's time to customise your Wii set-up

Step 7
You now get to set up all your preferences such as language, sensor bar position, today's date etc. In order to move the cursor to your preferred choice you need to point the Wii Remote at the sensor bar. If you're pointing at the sensor bar you should see a hand icon on the screen. Note how the hands tilt as you twist left and right. Place the hand over your choice and press A. Then place the hand over the Confirm tab and press A. If you can't get a hand to appear try sitting around five feet away from the TV.
When it comes to the time and date, use the arrows to get the right numbers. In the widescreen settings area you need to tell the Wii whether you're using an old fashioned 4:3 TV or a new widescreen TV.
You can also choose to set up the parental controls now if you wish, along with your own PIN number to stop anyone meddling. This will allow you to control the kind of games that can be played on the Wii. Again, you don't have to worry about this now – you can set it up at any time.



Control Yourself The parental controls are great for keeping younger gamers safe.

8. The Main 'Hub' Screen

Finding your way around the Wii menu screen

What's On The Menu? Get used to this screen – you'll be seeing a lot of it.

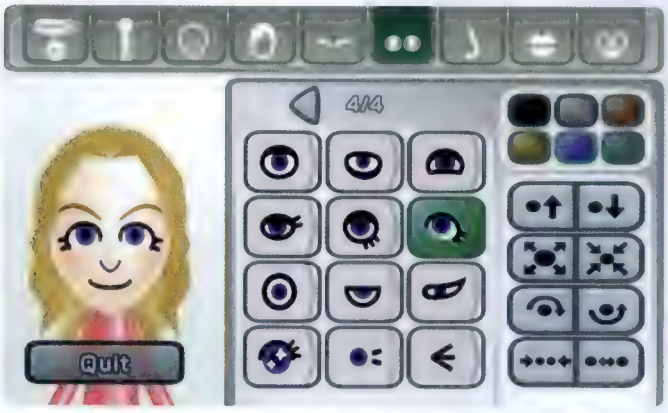
Step 8
With all the settings changes now out of the way you'll find yourself on the Wii's main hub screen. Providing all is as it should be, you'll be able to see 12 boxes (some of these will have pictures in them) as well as two circular tabs in the bottom left and bottom right.

Before you play your first game you should change a few more settings in the Wii Options menu. Go to the Wii button in the bottom left and press A. Go into the Wii Settings. Here you can do all manner of things such as sort out the Parental Controls, look at the calendar, set up your online preferences and much more. For now though there's only one important things to do: go to the Sensor Bar section. This can be found on page two, which you can get to by clicking on the arrow on the right.

You've already told the Wii where your bar is placed but now you should set up the sensitivity. Click on Sensitivity and then tap A a few more times to get past the prompts. Now use the '–' and '+' buttons on the Wii Remote to change the sensitivity levels. In most cases you'll need to put it up to 5. You'll definitely need it at 5 if you're planning on sitting quite a long way away from the screen. Now, at long last, you can sit in your preferred place and take comfort in the fact that your Wii is finally ready to go. Use the 'Back' tab to get back to the main hub. It's almost time to start playing games!

9. It's All About Mii

Create your own personal gaming avatar



Check Mii Out There's some really in-depth customisation options here.

Power To The People Just look at them all. It's like Central Station at rush hour.

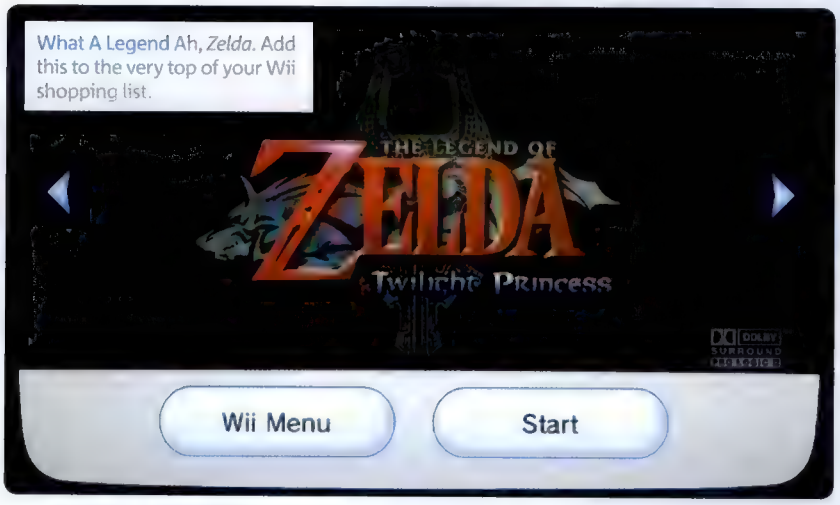
Step 9

There's just one last thing to do before you play your first game – make your Mii. A Mii is a Wii character who you make to represent you in games and online. You can either make it look just like you or maybe it can be the you that you've always dreamed of being!

On the main hub screen look for the box called the Mii Channel (top row, second in from the left). Select it to go to the Mii Channel. Here you can make a digital representation of yourself. Don't feel guilty about spending a good 20 minutes in here tweaking your character. The longer you spend the better it will be. Don't forget to add information such as favourite colour, nickname and birthday by using the numerous tabs at the top pf the page. When you're done go to the Quit tab, then select Save & Quit. Now you can either play around with your Mii, save it to your Wii Remote (allowing you to take your Mii to a friend's house) or go back to the main hub.

10. Finally, Let's Play A Game!

After all, it's the reason you bought your Wii, right?



What A Legend Ah, *Zelda*. Add this to the very top of your Wii shopping list.

"Your Wii will have come with a game included **in the form of the fantastic Wii Sports**"

Step 10

Your Wii will have come with a game included in the form of the fantastic Wii Sports. Be careful when handling the disc – hold it by the edges and don't touch the silver side. Place the disc carefully into the disc slot on the front of the Wii, making sure that you put it in the right way. The silver side should be facing the Power and Reset buttons. You don't need to put the disc all the way into the machine. Just introduce it to the disc slot and when the disc slot detects the disc it'll suck it in. After about seven seconds the game will appear in the top left box on the hub screen. Point at it and then click the A button on the Remote!

After you've had your fill of gaming don't turn your Wii off. It's been designed so that you can keep it plugged in and switched on at all times. Simply hold down the Power button on your Wii Remote for one second in order to put the Wii to sleep. The light on the Wii will turn from green to red. When you want to wake it up again simply press the power button on the Wii Remote.

Massive High School Musical Prize packs!

Disney HIGH SCHOOL MUSICAL 3 SENIOR YEAR

Get back into the action with Troy, Gabriella, Ryan, Sharpay, Chad and Taylor by winning one of three High School Musical 3 packs!

Thanks to Disney Interactive Studios, we've got THREE High School Music packs to give away, each including a High School Musical 3 game SIGNED by Zac Efron, Vanessa Hudgens and Ashley Tisdale! PLUS, the winners will also get these awesome prizes:

- High School Musical 3 CD
- High School Musical 3 Diary
- High School Musical 3 MP3 Speaker Set
- High School Musical 3 Make-up Brush Set
- Disney Interactive Studios MP3 player
- Disney Think Fast
- Disney Fairies Tinker Bell
- Disney Sing It featuring Camp Rock & Hannah Montana

It's a massive prize, so it'll take a massive effort to win!

To go in the draw, pop your name and address on the back on an envelope, along with the answer to the following question:

What would your own High School Musical be about?

Send your answers to:

A Beginner's Guide To The NINTENDO DS®

There's so much more to the DS than just sticking a game in and hitting the power button. You can take them online, send messages to friends, download software... the list goes on and on.

That's why we've put together this special How To guide, designed to tell you everything you need to know about the DS. Here's what you can learn over the next four pages...

Tutorials Featured This Month:

- Understand the anatomy of the DS
- Get your DS connected online
- Know which games to play online
- Make use of the DS Download option
- Learn about the DS's backward compatibility
- Have your DS questions answered
- And much more!

Little Box Of Tricks!

Here's what the dual-screen wonder has to offer...

Look But Don't Touch

The first of the DS's screens can display both 2D and 3D graphics and tends to be the place where most of the action takes place. In games where you're required to look at the touch screen though, this screen is often used for map displays or vital statistics.

All Puffed Out

The DS has its very own built-in microphone, enabling you to shout commands at your DS. In games like *Brain Training* you can speak your answers into the microphone but other games (like *nintendogs*, *Zelda* or *Mario Kart*) see you praising your puppy, extinguishing candle flames or blowing up balloons. Genius!

Touch Me!

The DS's touch screen is what makes it so different from every other console out there. You can use the stylus to interact with your games, whether that be by writing directly on the screen, tapping a message on a keyboard, targeting enemies or moving characters around.

Point 'n' Play

Anyone who has a Palm Pilot, PDA or anything similar will be all too familiar with the stylus. This plastic pen lets you interact with the touch screen. Why use buttons when it's so much easier to interact with the screen directly? The stylus is basically a more precise extension of your own finger.

Charge!
Just like a mobile phone, the DS can be charged up when it runs low on power by using the AC adapter that comes in the box. Be warned: you should only use the official power supply that comes with the DS. Other connections may fit but they may damage your DS.

What About The Games?
DS games come on game cards based on Panasonic's SD Card technology. They're about the size of a postage stamp so you'll want to keep them stored safely. There are hundreds of titles available to cater for every taste and they range in price from $49.95 to $79.95.

Wake Me Up Before You Play-Play
The DS unit acts like a clam shell, folding up into a small, compact design. You can actually close the DS at any time – your game will pause and the DS will go into power saving mode. When you want to continue the game, simply open it up and off you go!

Push The Button
There are six action buttons – A, B, X and Y (on the front right), L and R (on each shoulder) – as well as the little Start and Select buttons and the directional D-pad. It sounds like a lot but trust us on this one – most of the time you'll only be dealing with one or two buttons at a time.

Listen Up!
What with the DS being a handheld machine designed for playing games on the move, it wouldn't be much good if it didn't let you use headphones. You can plug in any set of headphones you like, as long as they have a standard mini-jack (3.5mm) connection.

Look, No Wires!
The DS's Wi-Fi functionality allows it to talk to other DSes, whether they be a few feet away or half a world away. Many games feature wireless multiplayer, meaning you can challenge a friend to a contest at the touch of a button, even if they're in the next room! You can also use a broadband network to challenge friends across the globe.

Boy-Oh-Boy!
As if the hundreds of DS-specific games weren't enough, there are also well over 1,000 GameBoy Advance games out there and guess what? You can plug them into the GBA slot and play them just as you would on a regular GBA.

Wi-Fi Made Easy

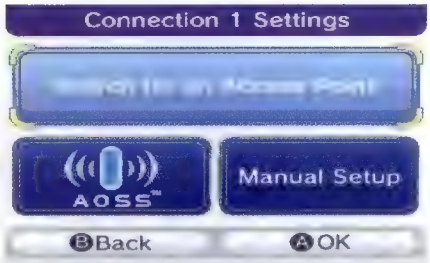
How to get your DS online

1 Batteries Not Included

Don't look for any online connection options within the handheld's own menus. The DS's Wi-Fi capabilities are in fact managed from within the games that make use of the service. You'll know which games are online compatible from the blue logo that appears on the packaging.

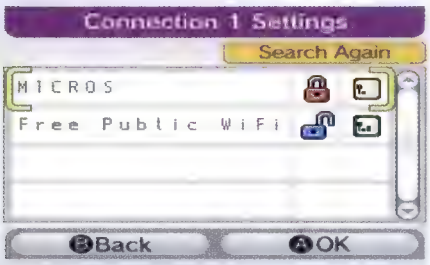
2 Getting Started

Load up any of the games you want to play online and check the in-game menus for the Nintendo WFC Setup option. Select this to reach the main Wi-Fi Connection Setup menu – if it's your first time configuring, you'll want the big blue button on the left. Each game needs to be configured individually.



3 Connect The Dots

Use the stylus to select one of the three possible connection settings and then choose Search For An Access Point. The DS will do a brief scan of the area and then list the Wi-Fi access points available – selecting the one you want initiates a connection test to check it's all working okay.



4 Security Issues

Only access points with blue padlocks work with the DS. If a closed red padlock appears, that means the access point is security protected and requires the relevant password before it'll work. The bars at the side indicate the strength of the signal, so try moving if the signal is weak.

5 Dongle-licious!

If you're using a Nintendo Wi-Fi USB Connector on your PC, connecting is even easier – you simply hit the big 'Connect To Your Nintendo Wi-Fi USB Connector' button under the connection list. Once detected, just approve your DS's connection on your PC's USB Connector menu and you're sorted!

6 The Tricky Bits

You can also set up your DS connection manually using a combination of the Manual Setup option and the System Information that appears in the Options menu. You can also use the Options menu to delete all Wi-Fi data or transfer your connection data to another DS if you end up buying a new one.

JUST THE FAQS — YOU HAVE QUESTIONS? WE HAVE ANSWERS

Can I play old Game Boy games on my DS?

Depends what you mean by 'old'. As you'll see from our annotations on the previous pages, the DS has an additional slot on the bottom for game cartridges; you can use this to plug in any Game Boy Advance cart and just like the DS games, this function is entirely region-free. However, the slot isn't designed to accommodate older Game Boy or Game Boy Color cartridges so you'll have to either find yourself a Game Boy Advance/GBA SP to play those on or get rid of them altogether.

How many colours of DS are currently available?

In terms of the DS Lite in Australia, there are four main colours: Polar White, Black, Pink and Ice Blue. There are other colours as well, but many of these were limited editions and can be all but impossible to find in regular stores these days – the mixed Blue/Black and Red/Black models are particularly elusive. Not surprisingly though, Japan is the place to be for the biggest range of DS colours and styles, including exclusive game art, as Nintendo regularly releases special edition models tied into releases of specific games (such as *Pokémon Diamond/Pearl*) or other special events.

What are Nintendo WiFi Connection hotspots?

They're special wireless hotspots that allow you to play compatible online games and also download game demos to your DS. To use them, you simply stand near one and choose the DS Download Play option on your DS's main menu – this will give you a list of downloadable games to choose from. Note though that you can only download one demo at a time and any demos

Time To Play

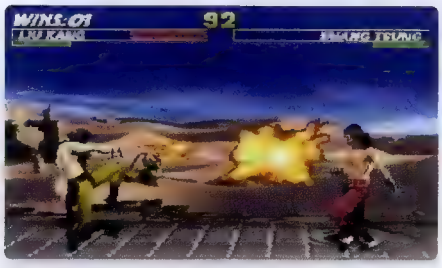
The best online games for the DS

1 Zelda: Phantom Hourglass

Phantom Hourglass actually comes complete with one of the most enjoyable multiplayer modes we've played in a long time. Battle it out with your friends to collect the most Force Gems, with one person playing as Link while the other chases him down as the guards... it's really great!

2 Pokémon Diamond/Pearl

No matter what kind of Pokémon trainer you are an important part of the game is interacting with other people. Thankfully, you can not only go up against other trainers in battle with *Diamond* and *Pearl*, but also trade items and Pokémon with them. It also offers voicechat if you've got a DS headset.

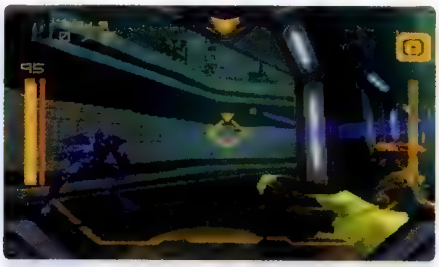


3 Ultimate Mortal Kombat 3

Nothing says 'great online play' like a swift slap to the chops, so it's no surprise that Midway's excellent DS take on the *Mortal Kombat* franchise appears in this list. Providing you spend some time mastering those brutal fatalities, you'll have a whale of a time online with this one.

4 Mario Kart DS

Probably the most popular online game for the DS, we're pretty sure it's actually a crime not to own *Mario Kart*. The 'easy to play, tricky to master' gameplay will keep you hooked, but the online competition takes it to another level. Just watch out for those pesky snakers and you'll be just fine.



5 Metroid Prime: Hunters

Nintendo did a fine job in squeezing Samus' adventures onto the DS, but it also managed to create a brilliant multiplayer blaster. Thanks to the controls and ability to play with up to three other people, the action can get pretty hectic – be warned though, there are some pretty good players out there...

6 Bomberman Story

Yes, so we're aware that the main single-player mode isn't the best but when it comes to Bomberman, it's all about the multiplayer. Bring together a bunch of friends and you can blow each other up with some seriously old-school gameplay; you can play it via local Wi-Fi but it also supports online play.

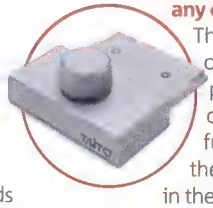
that you do download only stay on your DS until you turn the power off. Bear in mind that putting it into Sleep mode by closing the lid of the DS won't delete the demo though. And if you've got a Wii, you can also use the special Nintendo Channel to download demos straight to your DS in exactly the same way.

Is it possible to access the internet with my DS?

If you purchase the Opera-powered Nintendo DS Internet Browser then yes, you can use any open-access Wi-Fi point to browse the internet. Be aware though that the DS Browser doesn't support pages that require plug-in software used by PC/Mac-based internet browsers (Flash for example) so it's actually fairly limited. Still, it does offer a cheap and convenient way to browse the internet on the move.

Can I use my DS on a plane?

As a Wi-Fi device, the DS obviously falls under the same rules laid down by airlines that regulate the use of mobile phones and laptops, which means you're limited in some respects. It depends on what you're going to play – you can enjoy any single-player DS game as much as you like but playing multiplayer games via the local Wi-Fi connection isn't allowed. Sorry.



Does the GBA slot on the DS have any other uses?

There are a number of add-on peripherals that can be plugged into the GBA slot of the DS for additional functionality, although they're often hard to find in the shops. The DS Rumble Pak, for example, adds vibration to games like *Metroid Prime: Hunters* and *Metroid Prime Pinball*, while the Analogue Paddle Controller works exclusively with *Space Invaders Extreme* and *Arkanoid DS*.

"The Game & Watch's principles of **affordable and fun gameplay** still sum up Nintendo today"

Watch This Way
There were loads of different Game & Watch designs over the years.

WATCH & LEARN

Meet the grandfather of Nintendo gaming: Game & Watch

In the late 1970s, Nintendo was thinking of ways to keep itself alive. At that time, it was still only a playing card company, and since playing card sales had started to drop in the mid-1960s, Nintendo was finding itself inching closer and closer to bankruptcy.

Its president, Hiroshi Yamauchi, had tried to keep Nintendo afloat by branching the company into different services. For a while there was a Nintendo taxi service in Japan, as well as a number of Nintendo 'love hotels' (the details of which we won't go into). Unfortunately, none of these different plans were making Nintendo any money.

Its only recent success was in the toy market where, thanks to the imagination of an inventive factory worker named Gunpei Yokoi, they had released a handful of popular children's toys, such as the Ultra Hand (an extending arm that could grab things), the Ultra Machine (a baseball launcher) and the Beam Gun (a light gun that made targets fall over).

Way Of The Gunpei

Yokoi's toys were so successful in Japan that he was promoted to a researcher's role and given his own research and

Boxing Clever

A close look at the Boxing Game & Watch

Over the years there were numerous different Game & Watch designs, but our favourite by far is the 'Micro Vs' series, which has to have been one of the only LCD handhelds that not only offered a two-player versus mode, but also came with two full-length wired controllers.

When *Punch-Out!!* became popular on the NES, the *Boxing* Game & Watch was re-released with the name removed and a *Punch-Out!!* name in its place in order to increase its sales. As well as *Boxing*, Nintendo also released two more Micro Vs Game & Watches: *Donkey Kong 3* and the game with possibly the greatest title ever, *Donkey Kong Hockey*.

Now, obviously providing two wired controllers with the game would have had an impact on its portability, but that's where the real genius comes into play. Let's take a closer look at how Gunpei Yokoi and his team got around the problem... it's amazing how it all fits inside the unit.

1. Out Of Control

Here we have *Boxing*, a rare Game & Watch, later re-released as *Punch-Out!!*. It's a Micro Vs game, which means two people can play it at the same time, but we can't see a set of controls on it. How on though, looks like it opens up at that top...

2. Et Voila!

Ah, there we go! Turns out both controllers are actually hidden in a secret compartment inside the handheld itself. Now that's clever. One problem though: those wires aren't really long enough to let us play the game comfortably, are they? If only there was some way to make the wire longer...

3. Reely Clever Stuff

Not to worry. These controllers are wound for a reason, you know. Not only do they obviously let you play the game, they also double up as reels for the controller cables. All you do is simply pull the wire and it unravels out. When you're done, reel it back inside the controllers and tuck them in.

Packing A Punch
The Micro Vs System perfectly shows off Nintendo's love for innovation.

Multi Screen
These came in a DS-style clamshell case, which opened up and let you play the game over two screens. A few opened sideways.
Key Game: *Donkey Kong*

Kongcredible
The *Donkey Kong* C&W had the first ever D-Pad.

Grintendo Not everyone with a Game & Watch looked quite so happy about it.

Time Line

Nintendo hardware through the ages (initial Japanese launch dates used)

1889
Playing Cards for the game Hanafuda

1963
Taxi Service
No, Mario didn't drive the cabs

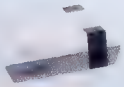
1965
Love Hotels The less said the better

1966
Ultra Hand
Grabbing toy

1968
Kousenjuu
Light gun games

1980
Game & Watch

1981
Donkey Kong appears in arcades



1983
Famicom (NES)

1989
Game Boy

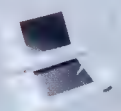
1991
SNES

1996
N64

1998
Game Boy Color

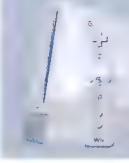
2001
GameCube

2001
Game Boy Advance



2004
DS

2005
Game Boy Micro



2006
Wii

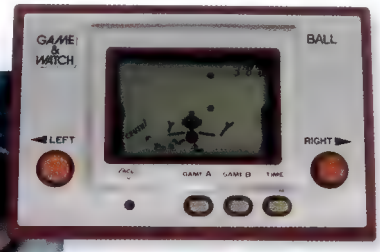
"To keep costs down, Yokoi decided to **make use of extremely cheap LCD technology**"

development team where he could come up with ideas for new toys. This team, named R&D1, would later develop the likes of *Donkey Kong, Metroid, Kid Icarus* and *Super Mario Land*.

As Yokoi was sitting on the train home from work one night he saw a bored man messing about with a calculator in order to pass the time. Yokoi started to wonder if people might be interested in a portable gaming device. After all, the arcade video game boom was just taking off in Japan: games such as *Space Invaders, Asteroids* and *Galaxian* were taking in hundreds of millions of yen throughout the country. Duly, his R&D team got to work on a prototype.

To keep costs down, Yokoi decided to make use of the extremely cheap LCD technology that was already available in calculators and watches. Eventually he came up with a small device with a couple of buttons and an LCD screen with a

What's That Racquet?



Silver
The first five titles were the smallest of the bunch and were made of chrome. The 'watch' part was only a 12-hour display at first.
Key Game: *Ball*

Mini Mario The *Super Mario Bros* G&W was one of the most enjoyable.

Panorama

These were really rather special. The game folded up to reveal a mirror, which reflected the upside down game display.
Key Game: *Bomb Away*

Ring Kings These recent G&W keyring remakes are easier to find, and cheaper too.

Crystal

Re-released versions of old Game & Watch titles with a see-through screen, almost like playing on glass. Pointless but pretty.
Key Game: *Super Mario Bros.*

NOW TAKE YOUR FAVORITE NINTEN
TITLES WITH YOU ANYWHERE!!!!!!
NINTENDO GAME & WATCH LETS YOU PLAY DONKEY KONG, OR SUPER MARIO BROS. IN A CAR, A BUS, OR EVEN IN A TREE WITH YOUR FRIENDS!!! 24 TITLES TO CHOOSE FROM.

Ad's Entertainment Back in the day, Donkey Kong can't do like [illegible]

Panorama-rama The [illegible] screen is a mirror which shows the bottom screen.

Fancy A Go?

Get Game & Watch Gallery Advance then

Many Game & Watch titles are still fun to this day. The problem is, they can cost stupid amounts of money: a decent quality Game & Watch can cost anything from $100 for common ones, to over $400 for rarer ones! Your best bet is to track down *Game & Watch Gallery Advance* for the GBA. It features six of the best Game & Watch games in both original and remade forms, as well as 14 more unlockable ones. We recommend it.

Advance Payment If you want some Game & Watch action [illegible]

simple game that could be played to pass the time during boring journeys and the daily commute. After adding a clock function to the top of the screen for good measure, the device was given the simple name Game & Watch.

I'm Made Up It is [illegible] that the G&W looks like a make-up case.

Tabletop

The rarest type of Game & Watch, these were shaped like mini arcade games and were designed to sit on your table. Not that portable then.
Key Game: *Donkey Kong II*

The first Game & Watch, *Ball*, was released in April 1980. In it, players moved a man's hands left and right to juggle balls that could land on one of three different areas. It was basic, but most importantly it was fun. *Ball* was a great success and Yokoi was ordered to design more Game & Watch devices.

Four more were released that same year – *Flagman, Vermin, Fire* and *Judge* – and all became extremely popular in Japan.

And Then There Was Kong

Realising it had finally found success in electronic games, Nintendo decided it would try to expand this further and enter the arcade market. After a couple of failures, Yokoi was teamed up with a first-time game designer called Shigeru Miyamoto (sound familiar?) and together the pair created the arcade game *Donkey Kong*, with Miyamoto designing the game and Yokoi making it. The rest is history.

Although Nintendo would go on to great success with *Donkey Kong* and eventually take the home console world by storm with the Famicom/NES, Yokoi always had a love for handheld games and so his team continued to create new Game & Watches over the years. Some were original titles, while others were based on popular NES and arcade games: *Donkey Kong Jr, Super Mario Bros* and *Zelda* all got the Game & Watch treatment. In total, 59 Game & Watches were released, incorporating 47 different games,

Hi Ho Silver Spitball Sparky was one of two colour G&W's that were released

Wide Screen
As the name suggests, these games were made with a screen that was around 33% wider than the other Game & Watches.
Key Game: *Flagman*

Tie Kwon Woah Don't worry: an oversized white tie and cheesy grin is not compulsory in Game & Watch uniform

Fooled You To quote this TV ad's broken Japanese English: "Cigarette case" "No Game & Watch multiscreen". Legendary

Super Color
There were only two of these made. Both had tinted strips to make the LCD look colour, but they didn't really fool anyone.
Key Game: Spitball Sparky

Chute To Kill [illegible]

with the last released in 1991.

The importance of the Game & Watch is often overlooked. Most people look at *Donkey Kong* as Nintendo's first big game, but had the first batch of Game & Watches failed then there's a good chance that the company would have scrapped game production and chucked it into its pile of other failed attempts at diversifying, like the taxi service and love hotels.

Mother Of Invention

It's even stranger when you consider how influential the Game & Watch was in Nintendo's future. The first ever D-Pad, invented by Yokoi, was created for the *Donkey Kong* Game & Watch. As well as this, later Game & Watches were released as special 'multi screen' versions. You only have to look at some of these to see how they were clearly the inspiration for the Nintendo DS two decades later.

> "Right from the start, **Nintendo has focused on fun over flashiness**"

Most importantly, the Game & Watch is proof that right from the very beginning Nintendo has focused on fun over fancy flashiness.

In an interview years ago, Yokoi spoke about his theory, which he referred to as "lateral thinking of withered technology". Basically, what this meant was that he believed it was better to take cheap technology which already existed and make use of that to create something fun, rather than spending more time and money developing newer technology and making use of fancier graphics.

In fact, when you think about it, this has been the case from the Game & Watch (LCD calculator technology turned into a game) to the Game Boy (sticking with a cheaper monochrome display instead of a coloured one), to the N64 (cartridges instead of CDs), to the DS (a much weaker processor than the flashy PSP) and finally to the Wii (enhanced GameCube hardware instead of expensive, graphics-pushing chips).

In this way, although it's not immediately obvious, the Game & Watch set the standard for Nintendo's philosophy on gaming. Even though the Game & Watch is considered ancient now in terms of gaming history and **people may mock its basic graphics, its principles of affordable and fun gameplay still sum up Nintendo to this day.** ✚

Having A Ball We feel sorry for the poor guy standing [illegible] in the background

Gold
[illegible] were released in a gold toned aluminium case. These were the first to have printed backgrounds.
Key Game: Manhole

The Best Wii™ Game Reviews

THE OFFICIAL MAGAZINE
Nintendo
AUSTRALIA & NEW ZEALAND

Adventure Games

- Tomb Raider Anniversary 31
- Super Mario Galaxy 32
- The Legend of Zelda: Twilight Princess 34

Larger Than Life
The iconic Lara Croft leaps and shoots her way around the world on the Wii.

Our ratings explained

0-19% Unplayable
A bad idea poorly implemented. Forget it, move on.

20-49% Poor
Restricted fun swimming in a sea of mediocrity.

50-69% Average
Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

70-84% Good
If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

85-89% Excellent
A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

90+% The Gold Award
You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.

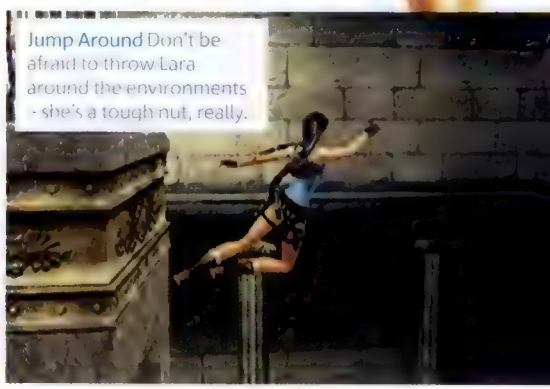
GOLD AWARD Nintendo

OUR PROMISE

Hot Stuff Blimey, Lara looks great – and the tombs she raids aren't too shabby either.

Let There Be Light We love the torch because, er, it works like a real torch.

In The Drink Dunk Lara in water and she'll become all wet and shiny. Yes, really.



Jump Around Don't be afraid to throw Lara around the environments – she's a tough nut, really.

Wii

Tomb Raider Anniversary

Ten years on and Lara's finally got her groove back

Publisher [redacted] | Multiplayer No

It sounds like the most half-baked attempt at a cash-in ever: remake the original *Tomb Raider* game using the *Tomb Raider Legend* engine (a case of putting new level designs into an existing game) and throw in a few Wii-specific controls for good measure. The terms 'money' and 'old rope' should apply here. Or, at least, they would if it wasn't for the fact that the finished product – entitled *Tomb Raider Anniversary* to celebrate the tenth birthday of Lara Croft's adventures – wasn't so brilliant. In fact, we'd go so far as to say that this is the best *Tomb Raider* since the first one.

While we're sure we don't need to introduce you to Lara Croft, chances are that the number of you who've played the original *Tomb Raider* (released on the PlayStation and Saturn back in 1996) is quite low. That doesn't really matter, so long as you understand that the first game is easily the best. After all, it's still one of the only games in the series that – gasp! – actually sees you raiding tombs, rather than fighting smugglers, riding motorcycles or doing any of the silly non-tomb-related things Lara's got up to over the years.

Croft Original

Just as the first game had the perfect mix of elements – tombs, raiding, a barrage of angry wildlife, fiendish puzzles to unravel – so does *Tomb Raider Anniversary*, if only because it's basically the same game. Well, almost. The changes that have been made range from the looks (the polished visuals bring the original locations to life in a way we'd never have imagined) to the gameplay (darkened areas require use of the new flashlight, while Lara's grappling hook has changed some of the puzzle dynamics a bit).

However, the original gameplay is so strong and involving that these tweaks act merely as gloss rather than anything substantial. Walking into a chamber and being daunted by where you need to go next – in a positive way, you understand – is still very much the thrill here. Making progress and finally solving the last piece of the puzzle is deeply satisfying.

How do the Wii controls hold up under the need for precision jumping and a quick trigger finger? Very well, thanks. Between aiming the camera, torch and weapons with the Remote and flicking the Nunchuk to throw the grapple, we were impressed with how easy it was to get Lara to perform acrobatics. And it never feels gimmicky. Shaking the Nunchuk while climbing to speed Lara up works really well, while actually aiming your guns lets you fight multiple enemies with ease.

As an example of a gamer's game, this ticks all the boxes but, more importantly, it adds Wii functionality without resorting to gimmicks. Lara may have found her second wind. ✚

CONTROLS

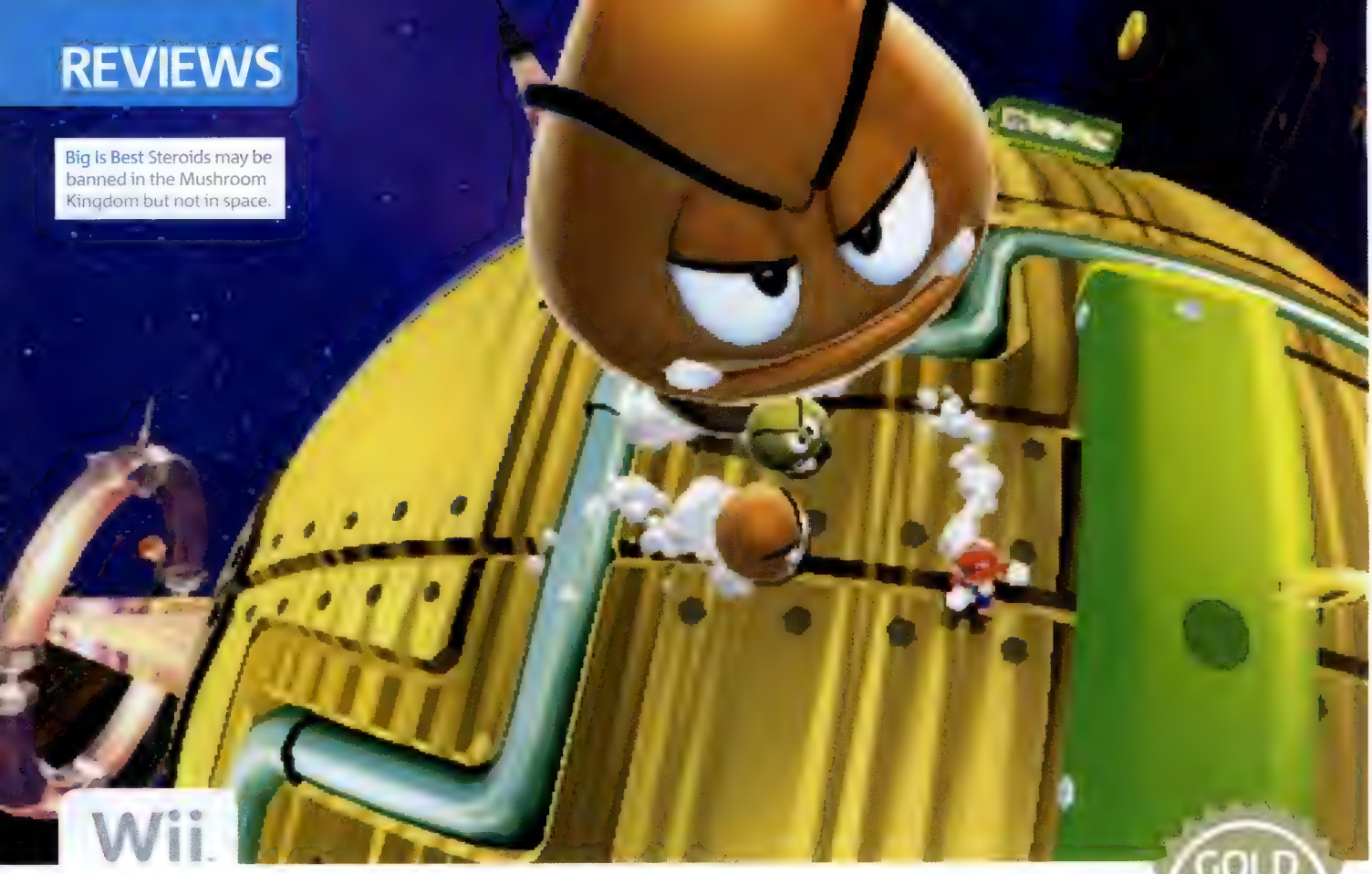
Nintendo Verdict

THE OFFICIAL MAGAZINE

- The best *Tomb Raider* revisited
- Looks the business
- Genuinely challenging puzzles
- Interesting Wii elements
- A bit hard for casual gamers

You don't need tomb-raiding experience to enjoy the best game in the series by far.

90%



Big Is Best Steroids may be banned in the Mushroom Kingdom but not in space.

Wii

Super Mario Galaxy

GOLD AWARD Nintendo

Finally, Nintendo deliver a worthy follow up to Super Mario 64

Publisher Nintendo **Multiplayer** 1-2

There are some moments in gaming that define why we're all here right now, moments that explain why we love games so much. It seems appropriate for this review then that the franchise responsible for most of these moments is the Mario series. Everyone who has played their fair share of games can relate to sliding down their first flagpole in *Super Mario Bros*, finding Yoshi for the first time in *Super Mario World*, running around Peach's castle grounds in *Super Mario 64* and so on.

Now, with Mario's first proper adventure on Nintendo's fifth generation console, the plan is to provide some more of these defining moments and revolutionise platform adventures all over again. Thankfully, we can safely state "mission accomplished", as *Super Mario Galaxy* is one of the finest games that we've ever played.

First things first: the visuals. Throughout the whole game the graphics constantly amaze, with stunning visual effects, some remarkably huge playing areas and characters that are positively filled to the brim with personality (not least of all, the main man himself). Simply put, if you've long been dreaming of a game that actually makes the most of the Wii's powerful graphics processor then your dreams have come true.

If your ears are starting to feel a little bit jealous, tell them not to worry; the eyes aren't the only thing being treated to a feast here. The orchestrated sound is some of the best we've heard in a Mario game. While the new musical themes may not immediately be as catchy as the classics we all know and love, they fit the environments perfectly and capture the feeling of being in an unfamiliar location and we promise that eventually you'll grow to love them all the same and find yourself uncontrollably humming along as you've done in previous Mario titles.

Retro-heads needn't stress out however, because they're more than catered for with heaps of old-school nods to the earlier games in the series. Question blocks return, mushrooms are back (and are the best-looking mushrooms yet, if we do say so ourselves) and, crucially, some of his power-ups give a similar sense of nostalgia. As well as the all-new Bee Suit and Boo Suit and some other power-ups we don't want to spoil (let's just say they involve ice and bouncing), the return of Fire Mario and invincibility make it clear that this is a return to Mario's roots.

Shooting Star The Star Rings blast Mario through space towards the next part of the stage.

The Munch Bunch Is it just us or are Piranha Plants looking slightly bigger these days?

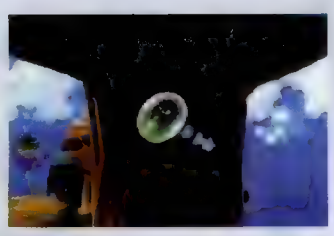
CONTROLS

SPACE TRAVEL
Mario has lots of ways of getting around

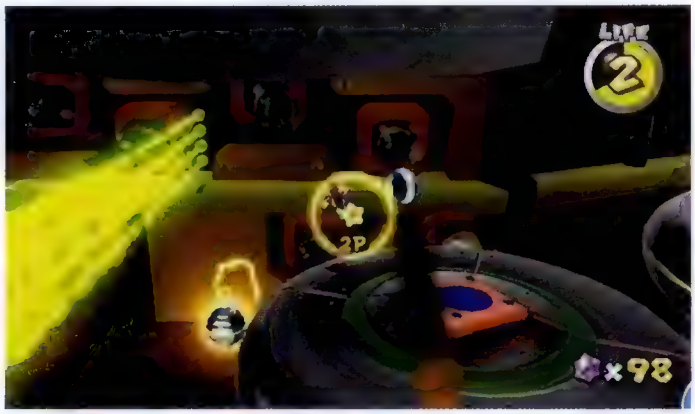
He's A Star
In order to progress through some of the stages, Mario sometimes needs to find a Star Ring, which blasts him through space. This is one of the most stunning moments of the game to watch.

Pulling Power
Pointing at a Capture Star and pressing the A button will cause the star to pull Mario towards it. You can pull him from star to star but be sure to cater for momentum or he'll fall into the abyss.

Rolling Start
In one mission Mario has to release a Star by rolling the ball it's enclosed in to the end of the stage. Think *Super Monkey Ball*, only with a plumber. And a giant star inside of the ball. We love this bit.



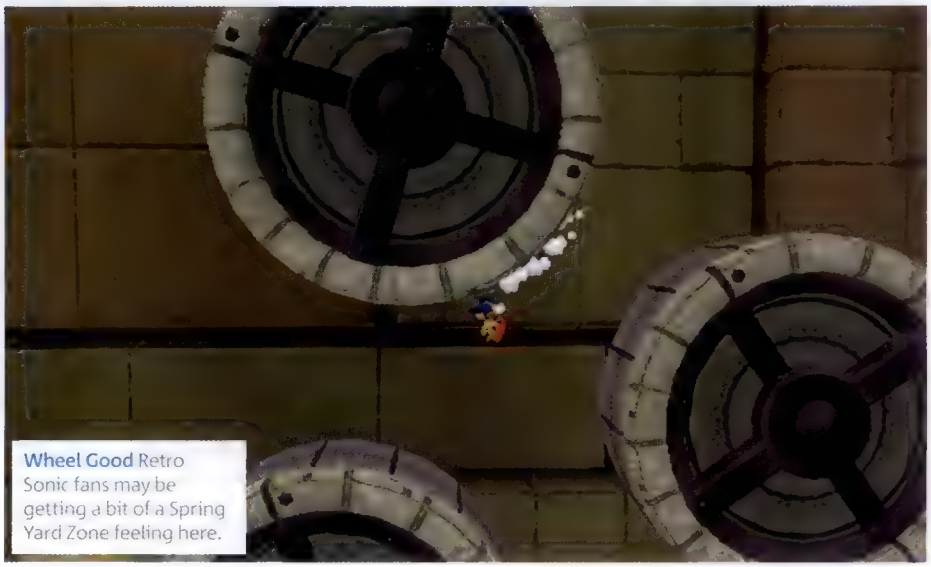
Bubble Boy
On occasion Mario will find himself trapped in a bubble, and it's up to you to make him float by pointing the Remote around him and pressing A to blow air. Be careful not to burst it though!



Go Team In multiplayer, player two points while player one controls Mario's actions.

Sun & Surf This is just like a dream we had where Mario met Pingu. Lovely.

Just Deserts Woot! Dry Bones is back at last! And so is that shifting sand! Damn it!



Wheel Good Retro Sonic fans may be getting a bit of a Spring Yard Zone feeling here.

In terms of difficulty, the game varies. When we originally played demos of the game we were worried that it was going to be too easy but those fears can be put to rest. While some missions are indeed quite simple, others will test the skills of even the most dedicated Mario fans. It's perhaps slightly trickier than *Super Mario 64*, but not as frustrating as some of *Super Mario Sunshine*'s later levels were. Needless to say it'll take you a while to get all 120 stars.

Out Of This World
Playing with the Wii Remote as a pointer sounds like it might be a fiddly experience but the fact is that within five minutes we'd actually forgotten that we were using it. It speaks volumes about how well the system works that within minutes it felt like we'd been doing this since the days of *Super Mario 64*.

To tell you any more about would be like giving you a packet of Maltesers that we'd already sucked the chocolate off of. There are so many moments in this game that had us gasping with surprise, chuckling away at cheeky nods to past games and shaking our heads at the sheer genius of it all that it'd be a crime to gaming if you didn't experience it for yourself.

We've deliberately avoided putting spoilers in this review because we want you to experience one of the greatest games ever with a completely untainted mind. We don't want you thinking "here comes that boss ONM was talking about." Games like this are designed to surprise, amaze and entertain and we're happy to state that *Galaxy* does all three more effectively than the vast majority of games we've played over the years. A bona fide modern classic. ✚

Nintendo Verdict
THE OFFICIAL MAGAZINE

- Reliable Mario gameplay
- Outstanding graphics
- Sound design is superb
- Genius round every corner
- It has to end eventually

Nintendo have taken the tired platforming genre and turned it into something magical.

97%

The Great Outdoors Hyrule Field: it's even more beautiful than we imagined it to be.

Wii

The Legend of Zelda: Twilight Princess

Link returns to show us how it's done

Publisher Nintendo **Multiplayer** No

Forget what you've previously learnt about Zelda games; *Twilight Princess* is the game that rewrites the history books. This is no light, fluffy adventure. With its dark undertones and sombre mood kicking in from almost the very beginning, this is a sinister race against time. From the soundtrack to the storyline, this is a far more mature and cinematic experience than any Nintendo game before it.

Within the first three hours you will have played as man and beast, both forms boasting very different ways of playing. While Link is a master of weaponry and items, Wolf Link (a creature born thanks to the progress of the Twilight Realm across Hyrule) relies on his teeth, his animal instincts and the skills of his rider, Midna, to get around.

Both characters have their advantages and disadvantages, of course. For starters, Link wouldn't stand a chance in the dark, seedy underworld of the Twilight Realm while Wolf Link wouldn't know what to do with himself in most of the Light Spirit dungeons. A human form and weapons such as the Hero's Bow are essential for defeating the many enemies hidden within these dungeons.

See The Light

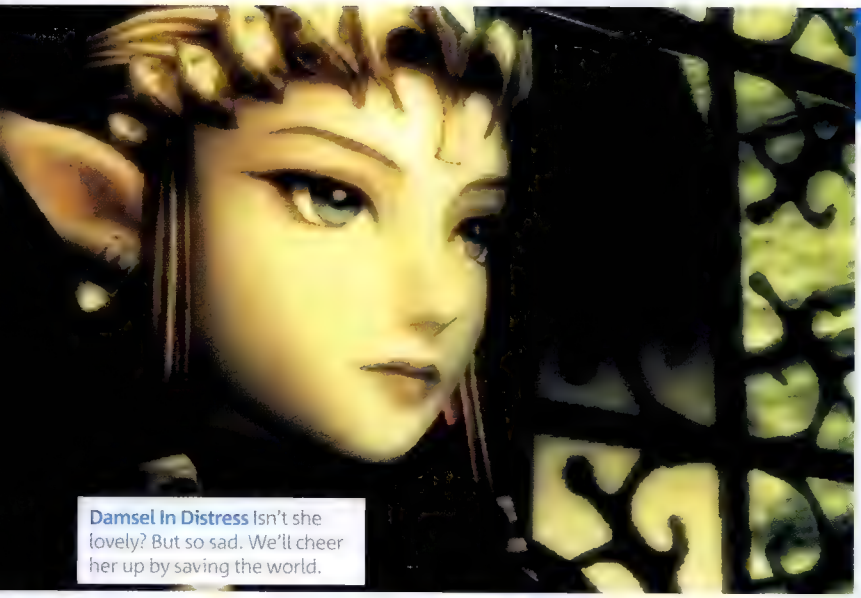
And so you find yourself jumping back and forth every few hours. In order to save the Light Spirits you need to first return light to their province. Only Wolf Link can do this as the ten Tears Of Light needed to fill each Vessel Of Light are hidden in the Twilight Realm within the bodies of ghostly Shadow Insects; you'll need to sniff these out and sometimes dig for them. With the light returned, the Light Spirit from that province will then have the energy to return Link to his human form and allow him to enter the corresponding dungeon and rid it of the dark beast within.

In terms of visuals, *Twilight Princess* looks fantastic. As Link fights enemies on all sides the sun sets ahead of him, silhouetting him, the enemies, the edges of the dunes and the plumes of sand that fly into the camera.

There's one other aspect that lifts this game: the control system. For much of the game you'll be using very similar controls to past *Zelda* games. It's when you come to the combat that the Wii Remote really comes into its own. Not only

Shot In The Dark Aiming weapons like the Slingshot with the Wii Remote really is as easy as it looks.

Horse Play Epona plays a fairly significant role in *Twilight Princess* from the very beginning.

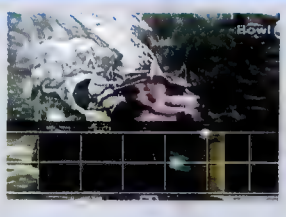


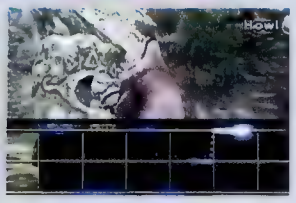
Damsel In Distress Isn't she lovely? But so sad. We'll cheer her up by saving the world.

More Gor The Goron chiefs need your help before you make it to Death Mountain.

COME HOWL WITH ME

It was inevitable that there'd be a musical element to Twilight Princess...





Listen And Learn

When you come across a stone with a hole in it, Wolf Link can listen to the tune that's playing when the wind blows through it. The tunes get more complex as you progress.

Howl Your Heart Out

By using the analogue stick to choose your pitch, howl the correct sequence of notes to recreate the melody. Press up, down or leave it neutral to achieve the three notes.

How About A Duet?

Howling the right melody will warp you to a lofty peak where you can sing along with the Wolf Spirit. Get the melody pitch-perfect to impress the great wolf.

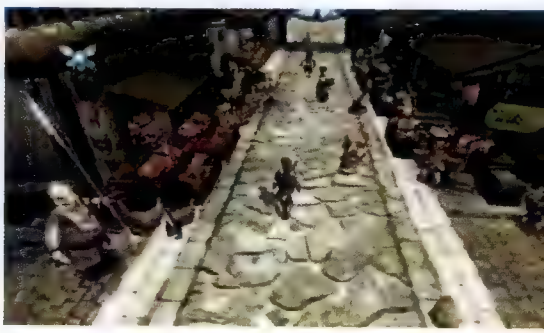
Strike Out!

With the Wolf Spirit suitably impressed you'll be shown a location. Once there you'll be warped to an arena where an undead warrior will teach Link a brand new combat move!

"There are moments of **pure genius** around every corner"

From Beyond The mysterious Midna is Link's 'friend' from the Twilight Realm.

Under The Sea The Zora Armour allows Link to breathe underwater. Lucky boy!



The Bright Lights Castle Town is full of hustle and bustle, offering plenty to see.

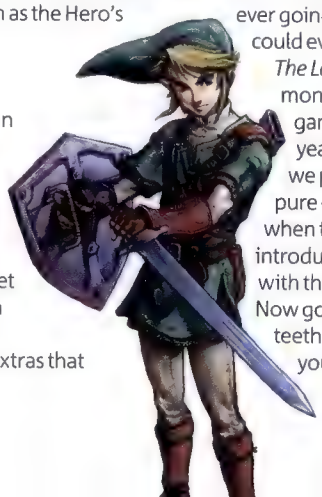
can you swipe the sword by gesturing with the Wii Remote, you can also use it to accurately aim the sights for weapons such as the Hero's Bow and grapple hook.

Total Control

The Wii Remote is more than just a fancy control mechanism, though. By having sounds coming out of its speaker, not only do you get a kind of surround sound effect but you also get drawn into the action much more than ever before.

There are so many little extras that other games (and consoles) simply can't match, and now that we have them we can't imagine ever going back. Similarly, we don't see how we could ever go back to analogue stick aiming.

The Legend Of Zelda: Twilight Princess is a monumental slice of classic Nintendo gaming that will be remembered for years. There's so much more to this than we previously thought, with moments of pure genius around every corner. Released when the Wii first hit the shelves, it introduced a new generation of gaming than with the best console launch game of all time. Now go – sell furniture, pawn your gran's teeth... Do what you must, but make sure you buy *Twilight Princess*. ✚



Nintendo Verdict

- A vast, challenging adventure
- Fantastic controls
- Sumptuous graphics
- Mesmerising story
- No voice acting.

One of the most well-rounded and incredibly captivating games we've ever played.

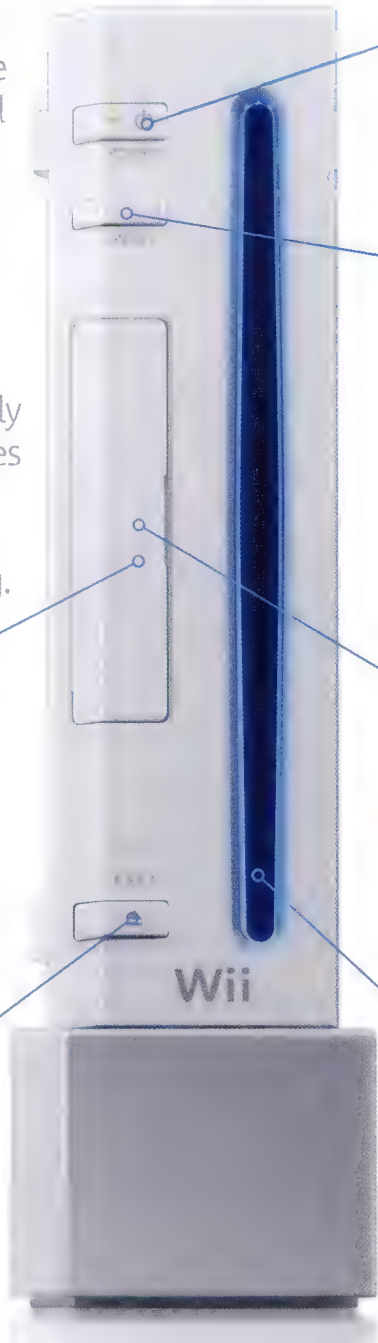
97%

Your New Machine

A beginner's guide to all the buttons and sockets

You probably noticed a whole load of buttons, compartments and slots on the Wii and the Wii Remote when you were setting it all up. Some of it you need to know about. Some of it you'll probably never use, especially if you're a more casual Wii user. In this section of the magazine, we'll be showing you exactly what every little button does in order for you to understand what secrets your little machine is hiding.

Wii Console: Front



Power Button
The main 'On' switch for the Wii. You can press this to wake up your Wii or switch it on. When active the light will shine green. When in Standby/Sleep mode, it will shine either yellow or red depending on if your Wii is connected to WiiConnect24.

Reset Button
Pressing this button at any time will cause the Wii to reboot and take you back to the Wii's main hub menu screen. If you're playing a game and decide you want to play something else you might eject the game you're playing and put another one in. However, you won't then be able to play the new game without pressing the reset button.

SD Card Slot
This is also under the flap on the front. SD Cards are used to store files on gadgets such as digital cameras. On the Wii you can also use them to back up save data, back up games that you've downloaded or transfer photos to your Wii in order to view them on your TV. To learn more about downloading games and editing photos, check out the Wii Channels section on page 102.

Sync Button
This button can be found under the small white flap on the front of the Wii. The red button is used to sync up Remotes with the Wii. To learn more about syncing, check out stage six in the section entitled 'Out Of The Box' (page 12).

Eject Button
Press this when you want to take a disc out of your Wii. We recommend pressing the reset button (or Home button on the Remote) and returning to the main menu before hitting eject.

Disc Slot
This is a self-loading drive which means that as soon as the mechanism inside detects a disc it will automatically suck it in. The Wii accepts Nintendo Wii and Nintendo GameCube discs. Remember to insert discs with the printed side facing away from the buttons. The slot glows blue when you have message or have received something via WiiConnect24. To find out more about WiiConnect24 head to pages 80.

Wii Console: Back

USB Sockets
These two sockets allow you to plug in Wii accessories such as the Wii Microphone (used in singing games such as *Boogie*) and USB keyboards (they'll be used to communicate in the newly released *Animal Crossing: Let's Go to the City*). Please note that USB Memory Sticks are not compatible with the Wii.

Fan
Behind this grid is the Wii's main fan cooling system. Make sure this area is not blocked and is open to airflow.

AV Multiout
The Wii's TV cable plugs in here.

Sensor Bar Socket
The Sensor Bar plugs in here.

12V In
The Wii's power supply plugs in here connecting to the wall socket.

Wii Console: Top

Nintendo GameCube Memory Card Slots
Slots A and B can be used to insert GameCube Memory Cards in order to save information and data when you are playing GameCube games on your Wii.

Nintendo GameCube Controller Slots
Ports 1-4 can be used to plug in Nintendo GameCube controllers. You'll need one of these in order to play GameCube games on your Wii. The number of the port is signified by the number of black dots underneath it.

Reach For The Top
This is the top of your Wii, Yes, it's sockets galore.

Wii Remote: Front

Remote Front
This is the business end of the Remote. Get used to it fast!

Power Button
Press this once to wake up your Wii. Press and hold it for one second to put your Wii to sleep.

D-Pad
The directional pad allows you a digital means of cycling through menus. It recognises eight directions: up, down, left, right and diagonals.

A Button
This button is the one you'll use the most. In most cases it's used to make a selection or perform the main action in a game.

Home Button
Press this button at any time in order to return to the main Wii hub screen. If you press it by accident simply press it again in order to return to whatever you were doing.

+ Button
The plus button is often used to increase the value of something or to zoom into a picture.

– Button
The minus button is often used to decrease the value of something or to zoom out on a picture.

1 Button
Used for various actions in games.

2 Button
Used for various actions in games.

Speaker
Some noises, such as confirmation bleeps, radio chatter or gun shots will come straight out of the Remote's speaker in order to immerse you in the Wii experience. Some games let you adjust the volume of the noises in the game settings.

Wii Remote Lights
You can tell which Remote you have in your hand by which light is lit up. You can use up to four Wii Remotes with the Wii at any one time so these lights clear up any confusion over who has which Remote.

Wii Remote: Base

Expansion Port
This socket allows you to attach different peripherals to the Wii Remote. The Nunchuk (comes free with the Wii) is the most obvious example but you can also plug in other things too. Check out the section entitled 'Wii Peripherals' on page 128 to find out more.

Wrist Strap Port
The small hole beneath the Expansion Port allows you to attach the wrist strap (which comes free with the Wii). Attach it by pushing the thin string through and feeding the wrist strap through the string's loop. When using the strap, be sure to tighten it using the provided clasp.

Wii Remote: Back

Remote Back
Not much back here – just the B button and the battery pack.

B Button
This button is often used as a trigger button in action games. It also tends to be the opposite of the A button in menus, in that whereas the A button selects items and takes you to the next page, the B button deselects items and takes you back to the previous screen.

Battery Compartment
This is where you put the batteries. The Wii takes two AA batteries.

Sync Button
This button is used in conjunction with the synch button found on the front of the Wii in order to sync up and introduce other Wii Remotes. It's hidden away because you don't need to use it that often. To learn more about syncing check out stage six in the section entitled 'Out Of The Box', over on page 15.

Nunchuk Controls

Nunchuck Rather sexy isn't it? The stick usually moves your character.

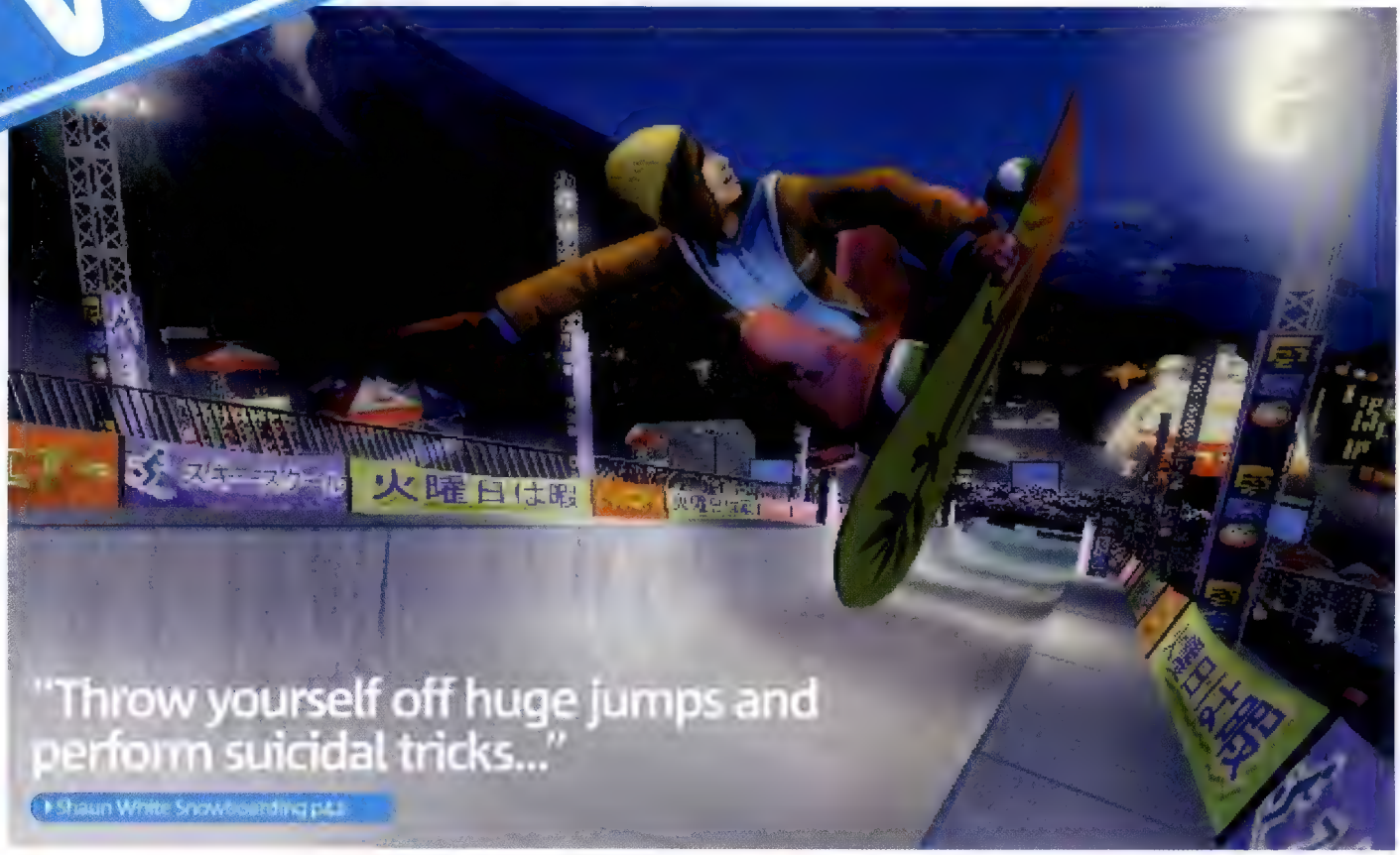
Analogue Stick
This joystick is normally used to move your main character or vehicle in a game. It allows you a full 360 degrees of movement and precision.

C Button
Used for various actions in games.

Z Button
Used for various actions in games.

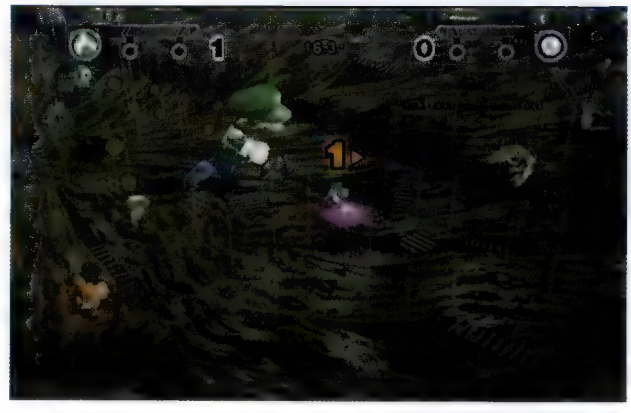
The Best Wii Game Reviews

THE OFFICIAL MAGAZINE
Nintendo
AUSTRALIA : NEW ZEALAND



Sports Games

- Pro Evolution Soccer 2008 41
- Shaun White Snowboarding: RT ..42
- Mario Strikers Charged Football . 44



He shoots! Football fans take note: you need this game like you need oxygen.

Our ratings explained

0-19% Unplayable
A bad idea poorly implemented. Forget it, move on.

20-49% Poor
Restricted fun swimming in a sea of mediocrity.

50-69% Average
Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

70-84% Good
If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

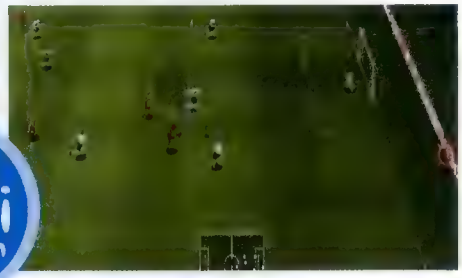
85-89% Excellent
A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

90+% The Gold Award
You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.

GOLD AWARD Nintendo

OUR PROMISE

Make The Tackle Your fancy tricks aren't going to help you in this situation, Mr Ronaldinho.



Team Sport Most Premiership team names are fake, but they can be changed in the Edit Mode.

Wii

Pro Evolution Soccer 2008

Witness the evolution of Evolution

Publisher Atari | Mutiplayer 1-4

We'll admit it. When Konami announced that it would finally be releasing a version of its world-famous *Pro Evolution Soccer* on the Wii, we were worried. Not because of the gameplay; that was always going to be fine. It was the controls, you see. Yes, the Wii Remote is great for first-person shooting games, racing games and the like, but football? *FIFA 08* did a decent job but this is *Pro Evo* we're talking about – the daddy of realistic football.

We're happy to report that it works brilliantly. That said, even if you're a die-hard fan of the series, don't expect to be able to just pick this up and play it. This one takes a while to learn for both new and experienced gamers alike. The main difference becomes clear within seconds of playing the game. The controls have been completely revamped to take advantage of the Wii Remote and Nunchuk. While it's initially a bit of a shock to be asked to forget everything you've ever learnt about football games, eventually you realise that it actually breathes new life into the genre.

Let's describe a situation. You're running along the wing and there's a team mate just in front of you. You can see a gap up ahead that could potentially lead to a great goal-scoring opportunity, if only your team mate decides to run that way. In other versions of the game you're only in control of the player on the ball and have no way of determining where the other players run but in the Wii version you can point at your team mate and hold the A button, then drag out a line for him to follow and release the button. When you do this, the player will quickly change his pre-determined route and make a run in the direction you've set. It's literally as quick as pointing and dragging – as if you're saying "you, go over there" at your player.

Pin Point Passing

You can also dictate running directions during set-pieces, which makes for some interesting tactical plays. During one corner kick, we sent a couple of our dangerous strikers on some runs inside the box. This led some defenders to chase after them, leaving one of our defenders free to head our corner, unmarked, into the goal.

If we have one major concern with the game it's that the focus is too heavily centred on the offensive side of things. When you have the ball it's great fun, but once you're defending it quickly becomes quite frustrating. You're not actually able to choose a defender and move him around with the analogue stick. Instead, you have to point at an opponent and press A to make your nearest defender mark him and tackle when he decides he wants to.

Despite this, it's a fantastic first attempt from Konami at revitalising a football series that was beginning to show signs of age. With a better defence system this could have been one of the greatest football games ever. ✚

Nintendo Verdict
THE OFFICIAL MAGAZINE

- Controls are simply fantastic
- Brilliant off-the-ball running
- Tutorial is extremely handy
- Full online Wi-Fi multiplayer
- Defence controls are poor

The best football game on the Wi. It's addictive, innovative and great fun.

90%

Wii

Shaun White Snowboarding: Road Trip

Where we're going, we don't need roads...

Publisher Ubisoft | Developer Ubisoft | Multiplayer 1-4 | Release Out Now

Sometimes it's the simpler things that end up better off. Take *Shaun White Snowboarding* as an example. The bigger, brasher PS3 and 360 versions promise to be huge, online-integrated, free-roaming simulations. The Wii version, conversely, doesn't try to be any of that.

Usually, that would give Wii haters another reason to mock our streamlined console, but this time its Wii owners that get the last laugh. That's because *Shaun White Snowboarding* on Wii takes a more straightforward, light-hearted approach, and ends up being much more fun than the other versions.

Check out the art style of the characters and you'll get an idea of *Road Trip*'s more arcadey approach. While the other versions get all bogged down in being realistic, this game lets you throw yourself off huge jumps, perform suicidal tricks with a stunt system that really works, and use boost energy and other powers to enhance your performance.

Life's A Grind Grinding a rail or an edge is easy to do and really satisfying. Mind your balance!

It Works For Us There aren't enough fireworks in games, if you ask us. We demand more, developers!

Edgy Stuff Now THAT's a good trick: his board's gone out the screenshot.

Let It Snow

The set up of the game's challenges is nice and straightforward. Missions are laid out on simple menu screens – one for each of the game's locales, which takes you from Canada to Chile and all the way over to the French Alps.

This means you're never more than a few clicks away from a challenge, which can range from a straight up race or a stunt trial, to a timed challenge or having to grab a certain number of items scattered around the course. Most of the challenges combine two of these objectives, so you have two possible chances of completing a challenge.

Gameplay is just as simple, but at the same time, very satisfying. You don't need a Nunchuk as the entire game can be controlled with just a Remote. Tilting it left or right handles steering, and although you'll slide down the slope automatically, holding A speeds you up at the expense of your turning agility.

Run up to a ramp and an upwards flick of the Remote performs a jump. In the air, tilt the Remote left or right and you'll do rotations. Combine this with holding A or B to perform grabs, and if you're really brave you can flick the Remote left or right, along with a button press, to perform more advanced tricks.

The best thing is that it's all so very responsive and playable. It took us all of 20 minutes to get used to this trick system, and start pulling off crazy stunts at every jump. It's accessible and fun – the essence of Wii gaming.

CONTROLS

Balance Board
Steering, acceleration and jumping.

Nunchuk
Not used.

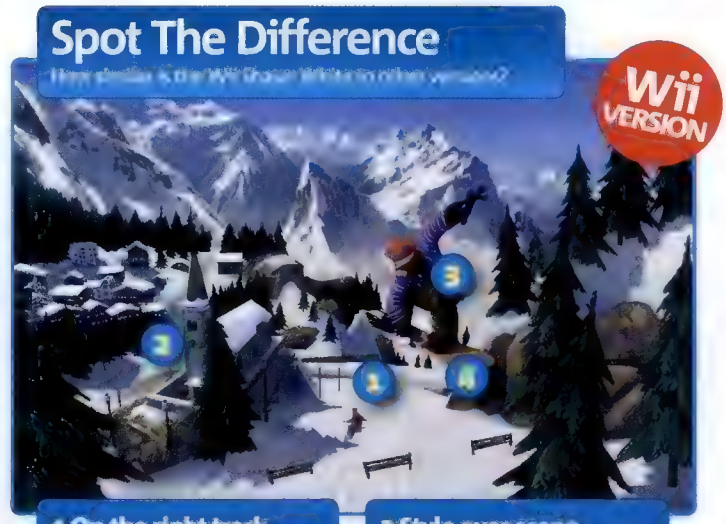
Remote
Can be used for everything. Tilt to steer, hold A to accelerate, flick up to jump, left and right to stunt. With the Balance Board attached, the Remote is only for stunts.

Pipe And Slippers As well as the downhill stuff you'd expect, there are also half-pipes in there.

Land Of Glory You get more points if you don't end up landing face first.

Spot The Difference

How similar is the Wii Shaun White to other versions?

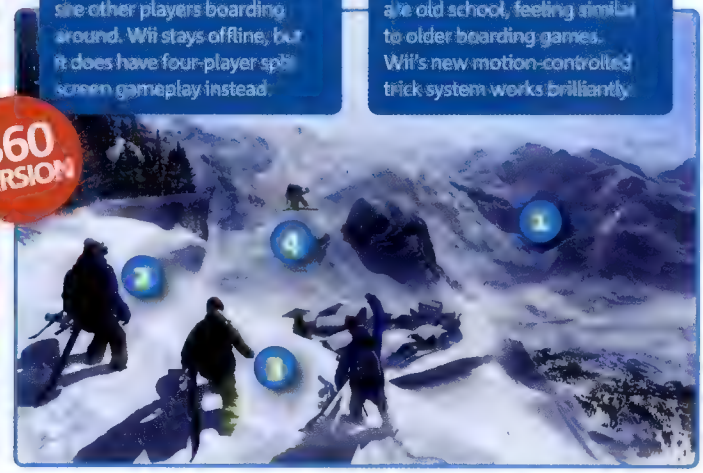


1 On the right track
Other versions have huge mountains you can freely explore, but they're a bit empty. Wii throws you into events on set courses, so you're always in the action.

2 Style over scope
Of course the other versions look more realistic with more processing power to play with, but the Wii version opts for a really cool art style and looks great in motion.

3 Lone rider
You're always online in the 360 and PS3 versions: you can see other players boarding around. Wii stays offline, but it does have four-player split screen gameplay instead.

4 Motion control done right
The controls in other versions are old school, feeling similar to older boarding games. Wii's new motion-controlled trick system works brilliantly.



Of course that does mean a lack of real challenge if you're a hardcore player looking for a meaty trick system to perplex over for a long time. You won't find that here.

Keep Your Balance

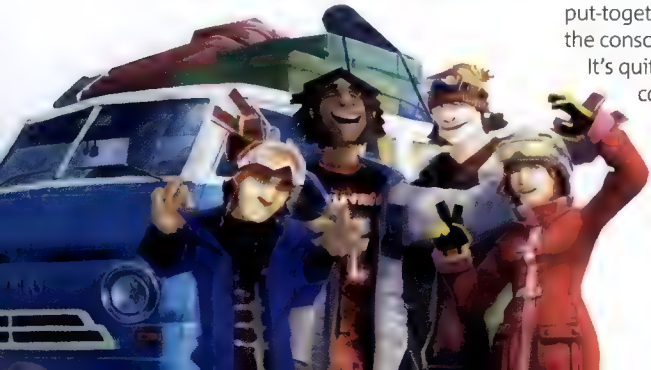
If you're lucky enough (and rich enough) to have a Balance Board, you can connect that up and control your boarder with your feet. You turn the board side-on to the telly, and then lean your weight forwards and backwards to steer. Lean towards the TV and you'll speed up and a little hop (without actually jumping) keys the on-screen man to leap through the air. With the Remote still in hand, you use A and B to tweak spins and tricks that you otherwise perform by leaning on the balance board.

Some say a game like *Road Trip* is a reason to buy the Balance Board but to be honest we think it's just another example of a game that the Balance Board just makes hard work. It's just not as playable, or accurate a control system. It's confusing at times, and you'll find yourself failing miserably at challenges you'd breeze through with the Wii Remote. So that's what we ended up using.

Road Trip is surprising. On paper it reads like a cheapened, cut-down version of its PS3 and 360 cousin but Ubisoft has really done the Wii justice with this one. Everything from the cartoony, charismatic art style to the well put-together motion control system just fits the console perfectly.

It's quite a looker, too. Races begin with a cool video camera-style intro, the snow effects are nice, and your clothes flap realistically in the wind as you speed along. When you bail out, the whole screen fills with a white powder effect, as the camera blurs the background and your character's clothes are covered in snow.

It's a pleasant surprise, to say the least. It may not be the super-simulating behemoth of its counterparts, but its simplicity, fun-focused design actually puts it in a league of its own. It's easy to master (if a little too easy in general), and although the course design can be a little dull at times, all in all it's an extremely satisfying game. **✚ Mike Jackson**



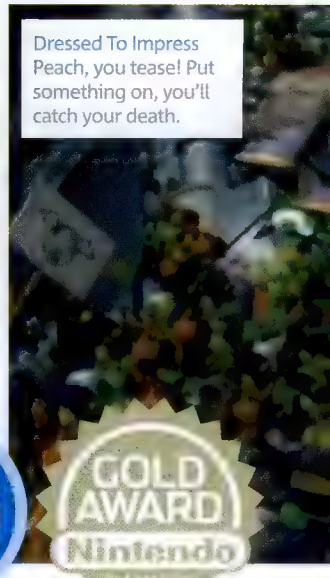
Nintendo Verdict
THE OFFICIAL MAGAZINE

- ✚ Snow effects are nice
- ✚ Remote controls work well
- ✚ Accessible and fun
- ✚ Gets straight into action
- ▬ Awkward Balance Board use

More fun than we expected. The Remote controls work brilliantly and it looks great.

80%

Big Is Best If only Harry Kewell could do this, the 'Roos would win every season hands down.



Dressed To Impress Peach, you tease! Put something on, you'll catch your death.

Wii

Mario Strikers Charged Football

nintendo Wi-Fi connection

GOLD AWARD Nintendo

Forget the back of the net – this one needs to be in your Wii

Publisher Nintendo **Multiplayer** 1 - 4

Never be too quick to judge – that's our motto in life. In the case of *Mario Strikers Charged Football* it would be a particularly apt adage, simply because a quick glance at the game would suggest little has changed since its predecessor, *Mario Smash Football*. And yet that couldn't be further from the truth. Well, kind of. If you need something for comparison, it's like buying two different models of the same car a couple of years apart. They might look relatively similar, but it's under the bonnet amongst all the cogs and pistons that the changes have taken place. The same principle goes here. Granted, the fact that *Strikers* is based on a sport with fixed concepts that can't be changed without distorting it utterly doesn't help to give the impression of improvement. Keeping the game recognisable as 'football' in the loosest sense requires the obvious: two goals, two keepers, and a ball chased by a number of players.

Perfect Pitch

Having realised that it's never going to change the fundamentals of football, Next Level Games has spent all its time reworking, revamping and, most importantly, revitalising many ideas from the last Mario soccer title. The result? A game that, while familiar and easy to pick up, has so much intricacy that you'll be discovering new tricks for months to come.

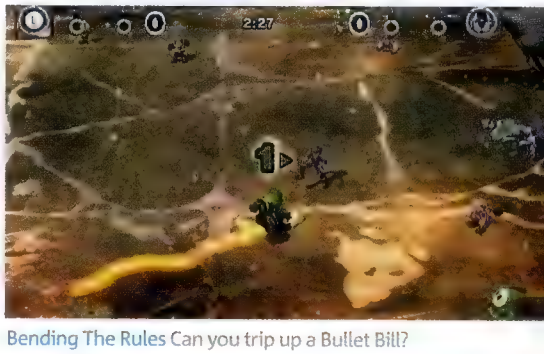
Of course, how quickly you spot all of the improvements depends on how hard you choose to look. Take the considerably enhanced visuals, for instance, that actually take some effort to notice because they're all rather subtle. At a distance, it looks as though little has changed but once you start picking up on the increased animation for each character, the enhanced player detail and the various lighting effects, there's plenty to drool over. The stadiums have been polished substantially, and whether you're playing one of the 'classic' pitches from the last game or any of the new (and highly dangerous) arenas, everything looks better than it did last time out.

Other changes, not surprisingly, are easier to notice. You want a refreshed line-up of team captains to play as? Consider it done, with 12 characters available for selection, including the new choice of Bowser and three unlockable captains: Diddy Kong, Bowser Jr and the rather bizarre option of Petey Piranha.

CONTROLS

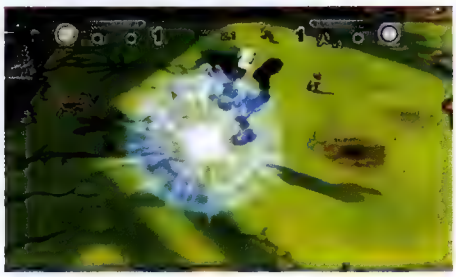
Nunchuk General control of your players is on the analogue stick, with item usage on the C button and overhead shots on Z. Shake the Nunchuk to switch your items.

Remote The A button passes, while shooting is on B; hitting the D-pad performs a deke or sliding tackle, while shaking the Remote results in a shoulder barge.



Bending The Rules Can you trip up a Bullet Bill? Only, they don't have legs...

Metal Kickey Phew. Mario was starting to regret his decision to wear full body armour.

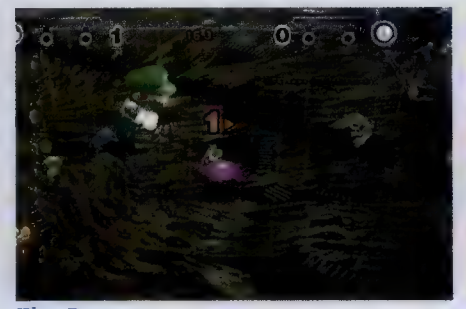


Kick Off Special move + Mega Strike = a guaranteed goal. Well, if you're any good that is.

HOME TURF
Some of the pitches are pretty harsh...

The Lava Pit
Bowser's home stadium is surrounded by burning lava (naturally), but explosive balls of magma occasionally fly up and scorch the ground, so try not to get hit by one, eh?

The Wastelands
When you start seeing flashes of lightning in the sky, it's a good idea to get rid of the ball; a bolt of lightning strikes the ball on the third flash, frying anyone close by. Ouch!



The Dump
This disgusting stadium is filled with gooey, sticky mud that makes passing the ball along the ground really tricky. Long balls and overhead shots are order of the day.

The Sand Storm
You've got a choice here: be slowed down by the sand around the outside of the pitch, or be squashed by the Thwomps in the middle of it. Needless to say, we don't like either option.

Perhaps more important, however, are the improvements made to the sidekicks. Not only are there twice as many of them as before (with the new faces including Dry Bones, Boo, Monty Mole and Shy Guy), but you can now pick which three sidekicks you have on your team. As each has their own stats and abilities, the opportunity to tailor your team's skills to your own style of play is a huge bonus.

On the pitch, the refinement of the sidekick system continues with each one having their own unique special moves, similar to the almighty Mega Strike that the captains can use. Adding some much needed strategy to the action, as well as many more goal-scoring opportunities, this system works really well. Whether you like taking out the goalkeeper then smashing the ball into the net on the rebound, breaking into space before hammering the ball home or sneaking shots in when your opponent least expects it, there's something for you.

Some moves feel slightly overpowered (Birdo's Egg Blast shot was hideously abused when we played online) but they're all as stoppable as they are powerful – if you know what you're doing, that is. Thankfully, getting to that stage of know-how isn't difficult due to the game's built-in tutorial that lets you practise your skills rather than just telling you the controls.

Power To The Players

Throw in an emphasis on multiplayer action, both through online play and the ability to have four people playing against the computer in the main career mode, and soon all your friends will have enough skill to ensure each match is tense and action-packed, rather than a special move free-for-all. And that's where the pleasure of Strikers really lies. Despite appearing to be a fantastical take on the world's favourite sport, the game offers much more than just special moves and ridiculous scoring.

There's plenty to do when playing alone too. With a range of nine trophies to win, plus 12 scenario-based matches that see you trying to complete objectives, like coming back from a five-goal deficit or stopping any goals being scored against you, you'll be kept very busy. However, there's no doubt that this is a multiplayer experience above all else and one that's unlike any other game that's out now.

The fact that the online mode works a treat with little in the way of lag – from what we tested, anyway – is perhaps most important, although no doubt some gamers will see fit to complain about the ranking and non-friend-based matches being region-specific. This is probably a necessary sacrifice for the sake of keeping the game playable. And if ever there was a term that could describe *Mario Strikers: Charged Football*, it's 'playable'. 'Immensely playable', if you want to be specific.

The Wii really couldn't have asked for a better game to kick off (ahem) its online presence, but it's also impressive to see Next Level Games improve so much on a formula. Well done, chaps – have a Mexican wave on us. ✚

"The Wii really **couldn't have asked for a better game** to kick off its online presence"

Nintendo Verdict

- Manic soccer action
- Easy to pick up
- Loads of things to do
- Online play is great
- Gets really hard later on

The emphasis on multiplayer and online action makes this an essential title.

91%

Getting More From Your Wii

Those tiny technical elements that you might have missed

At its most basic your Wii can be used to play games. But you've just paid $399.95 for this thing so why not make the most of its abilities? This section will help you get the best performance out of your machine as well as giving you an insight into the things you didn't even know your Wii could do.

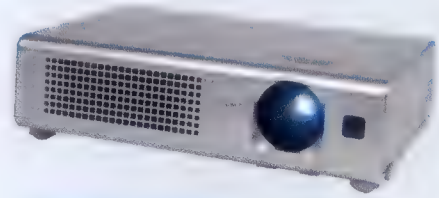
The Best Possible Picture

Modern TVs

The cable that comes in the box is the lowest quality picture that the Wii can output. It's the lowest common denominator, if you like. Of course, the Composite Cable is also the most common type of connector and that combination of red, white and yellow should be instantly familiar to most users. Simply match the colours to the TV plugs on off you go – check out the more detailed information on pages 12-17 for extra information.

HDTV/Plasma/ LCD TVs

If you're lucky enough to have one of these TVs you can show off the Wii in the best possible way. By buying a Wii Component Cable (around $50) you can enjoy the Wii in 480p mode. With the cable plugged in you then need to go into the Wii Settings and choose the 'EDTV/HDTV' setting.

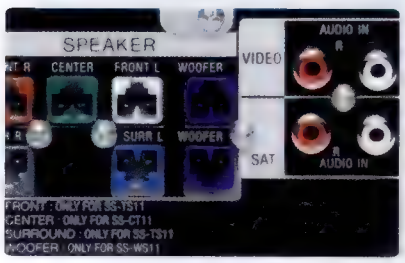


Projection Screens

As you may have already witnessed in pubs, bars, clubs or cafes the Wii can be used with a projection screen. Perfect if you want to play games in enormo-vision on your living room wall. There's a few things to remember before you plug in and get going though. Most projectors will force you to use the bog standard cable that comes in the Wii box. Bear in mind that many projectors available commercially support the S-Video format for a sharper picture but the Wii does not support this signal.

The only other thing you need to remember with projection screens is that the bigger the screen, the further away you'll need to sit in order to control the games effectively with the Remote.

Sound System



If you would like to plug the Wii into a sound system you will need to be using either the Composite AV cable (the one that comes in the box) or a Component Cable (which is mentioned in the HDTV bit just above). The Wii supports Dolby Pro Logic II sound, NOT Dolby Digital 5.1. What does this mean for you? For the majority of people this is a good thing. It means that your stereo will create a convincing form of surround sound from just two speakers. Unfortunately it also means that if you have a fancy 5.1 system the Wii won't take full advantage of it.

Using The Wii Channels

The Wii is also capable of the following things via the Wii Channels:

- **Photo editing and slideshows**
- **Surfing the internet**
- **Emailing friends**
- **Downloading games**
- **Getting the latest news and weather from around the world**
- **And much more!**

You can find out much more about all these various functions in our dedicated Wii Channels section over on page 102.

Understanding The Wii Settings

If there's ever anything you want to change about your Wii the chances are you can do it in the Wii Settings menus. These can be found by clicking on the Wii tab found in the bottom-left corner on the main hub screen.

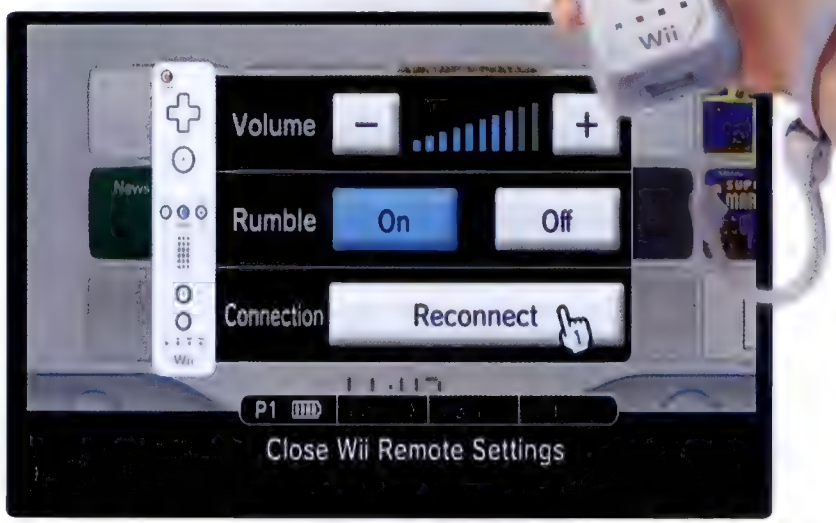
In here you can change your console's name, change the aspect ratio of the picture (4:3 or widescreen), change the sound options, switch to an HD picture signal, set up parental controls, adjust the sensor bar settings, set up your internet connection and change the overall language (be careful with that one!).

There are a huge number of configuration options available in there, so it's a good idea to have a snoop around and see what is on offer. Don't worry about making a mess of things though: any changes to the system configuration that you do make are easily undoable. That said, don't just go clicking on things on a whim – find out what they do first.

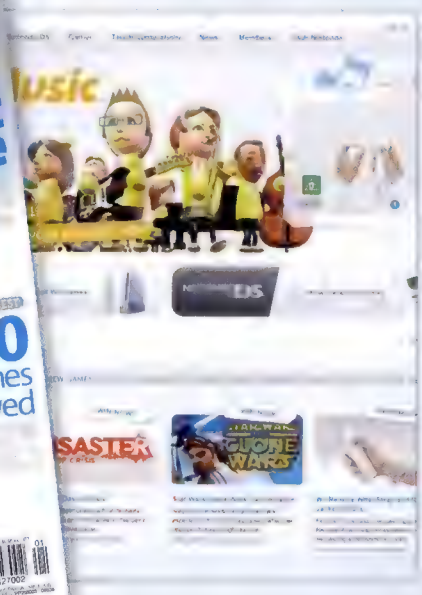
Wii Remote Battery Life

Inevitably the two AA batteries in your Wii Remote won't last forever. You'll be given plenty of notice when this is going to happen by way of on-screen prompts. You can also check the battery level at any time by simply pressing the Home button on the Wii Remote (under the large A button). You'll see the battery levels for all four Wii Remotes at the bottom of the screen.

Our advice would be to have a pair of batteries easily available in the drawer at all time. There's nothing more frustrating than running out of power mid-session and having to dash off to the local shops.



Your Daily & Monthly One-Stop Nintendo Shop



New games, new announcements and new updates occur almost every day in the world of Nintendo and you can be sure that we've got that well and truly covered. If you like what you see here and fancy keeping more in touch with what's going on in the world of Nintendo you should jump over to page 100 and subscribe to the monthly magazine. Each issue, we'll keep you totally informed on everything Nintendo, from the latest Wii and DS releases and game previews, right through to profiles on the people who make them. Plus, more information on Nintendo's hardware range than you can shake a Wii remote at!

In the online world, Nintendo's official website is a fantastic place for all Nintendo fans. Sign up to as a Nintendo.com.au member and get the inside track on the Wii and DS! The website can be found at: **www.nintendo.com.au**

28 DAYS LIGHTER

Can the Wii really help you lose weight? **ONM**'s Charlotte Martyn finds out...

Go Go Gadget That's not the new look DS; it's checking Charlotte's blood pressure!

We're constantly being told we eat too much and don't exercise enough. If you're not chomping on salad while you casually juggle weights, you'll be the subject of some 'obesity epidemic' documentary before long.

It's easy enough to watch what you eat but making time to exercise can be difficult. Most guidelines say we should do 30 minutes of 'moderately intense' exercise five times a week. Well, I have a brisk half-hour walk to work each day and there are still wobbly bits where there shouldn't be. But could an extra 30 minutes of Wii-based exercise every day for a month help me get fit? That's what I hope to find out.

Fight The Fat!

There are a few simple rules: I won't change my eating habits, I'll play 30 minutes of *Wii Sports* every day and I won't take up any other fitness regimes to sway the results.

Before I begin, I make an appointment at the local gym. Kate, the health and fitness manager at my Fitness First, measures and weighs me. Kate says that it's likely I'll tone up but that I shouldn't worry about my weight – muscle weighs more than fat, so even if I emerge with bulging biceps, I could be heavier than I was at the start.

So, to begin. I create a Mii called Rocky, clear a space in the living room, and start to get fit...

Day 1

Wii Fitness Age 50

Beginning a fitness regime at 10 o'clock in the evening having eaten a large bowl of chilli probably wasn't the best idea. Starting slowly, I warm up with golf and bowling, progress to a game of tennis, then chance my arm at boxing. Shamefully, I'm out of breath after just a few rounds.

Day 2

Wii Fitness Age 48

I spend all day nursing sore arm, back and shoulder muscles after yesterday's uncharacteristic exertions, but carry on like a brave soldier. Having realised that golf is unlikely to have much effect, I stick to boxing, tennis and bowling. But today it's just tennis as I excuse myself from boxing due to arm soreness. I consider phoning my mum to get a note in case the boxing trainer Mii gets cross...

Fight The Fat *Wii Sports* can make you thin? Hmm, just one more go on *Metroid Prime* and we'll give it a go...

Day 3

Wii Fitness Age 26

Oh, my aching arms. To make bowling more effective, I do exaggerated lunges when throwing to stretch my leg muscles. Until there's a click. Did I just put my knee out? This was meant to be good for me...

Day 4

Wii Fitness Age 49

Three boxing tests in the fitness age assessment? No wonder it's so bad. I spend 15 minutes or so on the boxing training games, feeling very sorry for the patient trainer who doesn't seem to mind that I keep hitting him instead of the punching mitts.

Day 5

Wii Fitness Age Er...

The arrival of a friend for the weekend means a day eating pies and thai, and there's simply no time for the Wii unfortunately. We do have a quick game of tennis, as she's keen to see what all the Wii fuss is about (she's a resolute non-gamer), but it was too sedate to count as part of the exercise plan. No matter, I'll do an hour tomorrow.

Day 6

Wii Fitness age 33

I only have time to do about half an hour's exercise due to a last-minute invitation to a pub quiz in the evening. I feel guilty about slacking off (a good sign, surely?) but figure that Dr Kawashima would be pleased with my mental exertions.

Day 7

Wii Fitness Age 53

Oh dear. I make the mistake of gingerly attempting today's fitness test first thing in the morning with a bit of a hangover to deal with. However, in the evening when I make up my lost time I feel great! I even win a platinum medal for dodging balls in boxing training because I'm that awesome.

Day 8

Wii Fitness Age 25

A mammoth tennis match gets me Pro status but means there's little time for boxing. I realise I'm not

Feel The Burn!

Those Wii Sports pressure points in full...

The Knowledge Know which event is best for which muscle and you can tailor your *Wii Sports* work-out.

The Science Bit

How Wii Sports gets you fit

Obviously, trying to get fit with Wii Sports only works if you really go for it. Also, some of the games are better for you than others. If you fancy devising an exercise program that targets a certain part of your body, take a look at the diagram opposite to see which sport is right for you.

All five sports should improve your balance and flexibility, and tennis and boxing could even give you a cardio-vascular workout. Prolonged play could also see your stamina and reflexes improve. You're unlikely to develop huge amounts of muscle because you're not hitting an actual ball or punching a real punchbag, which means your muscles don't have anything to push against to build them up. However, if you're active enough you will burn up calories.

Take Care Before starting any serious fitness regime, have a word with your GP.

"I walk home from work and am only **slightly out of breath.** Progress!"

getting much lower body work-out, so during boxing I take to swaying exaggeratedly from side to side. If you've ever seen the dancing priest in Father Ted (the episode with the raffle), I look like him. In better news, I walk home from work and am only slightly out of breath. Progress!

Day 9

Wii Fitness Age 32

I shouldn't exercise in a bad mood late at night. More importantly, I shouldn't accept my boyfriend's offer of 'help' – i.e, to box against me. Losing just puts me in even more of a bad mood, and seeing as how Rocky is lying on the floor most of the time, it's not great for exercise either.

Day 10

Wii Fitness Age Um...

It's my birthday today so I treat myself to a day off, saying I'll make up the time at the weekend. I feel very guilty, though, and actually miss the activity.

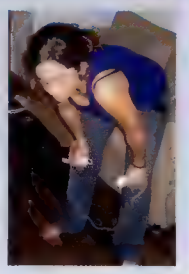
Day 11

Wii Fitness Age 27

Boxing is getting less frustrating now – I think I'm working out how it works. However, I'm going to have to start doing more of it as tennis is feeling like less of a challenge and the matches take longer.

Day 12

Wii Fitness Age 29



I've overcome my squeamishness of the collapsing KOed bodies to do more proper boxing, as repeatedly doing the training challenges just isn't the same and the real bouts feel like more of a work-out. I struggle to describe how I feel when someone asks how the challenge is going.

Day 13

Wii Fitness Age 26

Played for an hour today. Brilliantly, I'm able to turn the heating off for a few hours as I've warmed myself up by playing too much *Wii Sports*. So I'm not only getting myself fit, but also saving money, saving the environment and annoying my (now-shivery) boyfriend who kept beating me at boxing the other day. Fitness and revenge all in one go. Ha!

Day 14

Wii Fitness Age 26

Realising that I have an appointment at the gym for a progress check tomorrow, I go all out. It feels great. Okay, all I've done is made mincemeat of some pretend boxers, but it really feels like I've actually achieved something.

Day 15

Wii Fitness Age 25

The progress check is promising. I've lost 3cm off my waist, 4cm off my hips, my flexibility is much improved and my resting heart rate is lower than two weeks ago. I've put on a kilo, but Kate said that may happen. So it's official: I'm actually getting fit.

Kate also gives me some useful pointers for exercising more effectively, such as not doing it on a full stomach or late at night, and suggests that I move around the room more while playing to exercise my whole body.

I notice at the gym that loud dance music seems to get people going, so I decide to give it a try. Having just moved house, though, everything's packed up. A rummage in the car glovebox turns up a selection of miserable shoe-gazing CDs. Maybe not then...

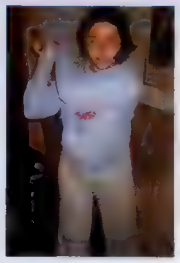
Day 16

Wii Fitness Age 25

Hurrah! I'm a boxing Pro. For about 30 seconds, until I'm knocked out by Michael Mii. I'm really feeling the benefit of being more active – I can box for longer, but in real life there's a real spring in my step.

Day 17

Wii Fitness Age 32



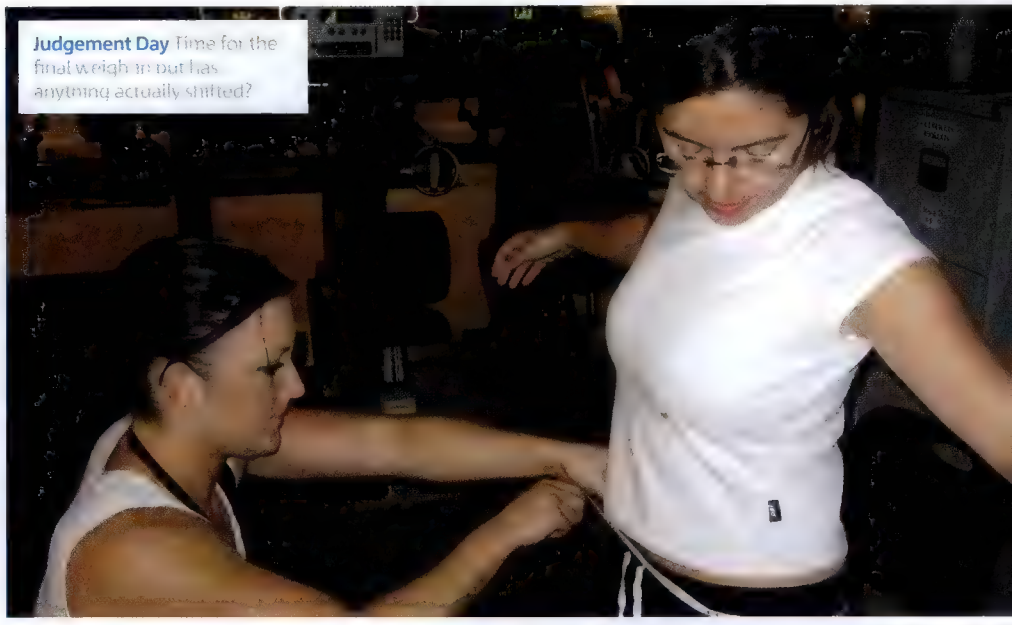
Yet again I have to box Michael Mii. The faintly embarrassing realisation dawns that he's hanging around because he fancies Rocky. But this is no time for Mii romance. I knock him out and realise that having a goal is great motivation. 'Beating amorous avatar' ticked off the list, I progress to 'wipe floor with Tyrone Mii'.

Day 18

Wii Fitness Age Erm...

Another downside of exercising at home rears its decidedly ugly head. Having had a very bad day at work, an irritating trip around the supermarket, an overcrowded bus ride home and a seemingly never-ending selection of domestic chores to do, I'm really not in the mood for a *Wii Sports* session when I finally get in. It's just far too easy to slope off to bed. Which, i'm rather ashamed to admit, is exactly what I do.

"My life's goal suddenly becomes clear: **beat Matt**"



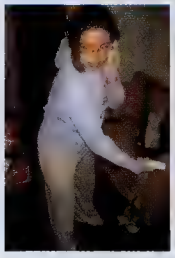
Judgement Day Time for the final weigh in but has anything actually shifted?

Day 19

Wii Fitness Age 30

So, an hour's exercise today: 30 minutes of tennis before work and 30 minutes of boxing in the evening. This is the first full half hour of boxing I've done and I have to force myself to keep going at the 20-minute mark, but afterwards I feel good.

Day 20



Wii Fitness Age 20

Two significant victories today – a Fitness Age of 20 and a hard-fought victory over boxing trollop Rachel Mii. Who on earth boxes in pink shorts and full make-up? Cuh! Even though I'm exhausted after a weekend of tough DIY, today's goal of 'knock out ditzy blonde' drives me on.

Day 21

Wii Fitness Age 27

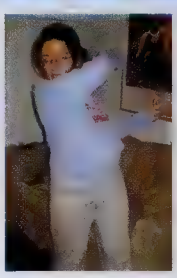
Giddy with paint fumes from doing some decorating, I let off some steam over a hammer/finger DIY accident by letting all my Mii opponents feel my wrath. I think the chemicals in the paint have given me superhuman powers.

Day 22

Wii Fitness Age 27

I'm now starting to trample all over my boxing opponents but I'm no longer really feeling 'the burn', so the punches get even more exaggerated, the ducking and weaving even more pronounced, and the language slightly ruder when my efforts see me knocked out. Again.

Day 23



Wii Fitness Age 21

Losing at boxing has the pleasant side effect of giving me a better workout, as the crosser I get, the harder I try to win. I'm surprised to discover that my next opponent is Matt, the coach from the boxing training games. I have a nasty feeling there may be some revenge in the offing for all those times I battered his face instead of the punch mitts.

Day 24

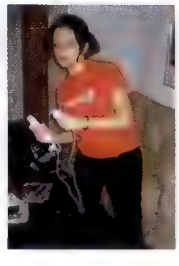
Wii Fitness Age 20

The recent days of intense boxing activity might finally be paying off, as I get the best possible Fitness Age, but that perhaps could be more down to skill at the game rather than physical improvement. Matt still refuses to be beaten, preferring to lay me out with powerhouse punches. My life's goal suddenly becomes clear: beat Matt.

Day 25

Wii Fitness Age 25

So focused am I on my new life goal that I ignore two phone calls during practice and again fail to notice dinner boiling over until it's too late. I decide that the mess in the kitchen is in fact Matt's fault, which adds some extra power to my punches.



WAS IT ALL WORTH IT?

You can't argue with cold, hard science, and there's nothing more scientific than numbers. So here's a bunch of them to show what a difference (if any) 28 days can

	Day One	Day 28
Weight	56.6kg	57.2kg
Body fat	26.8%	26.5%
Resting heart rate	78bpm	65bpm
Blood pressure	120/86	127/88
Sit and reach (flexibility)	26cm	36cm
Peak flow (lung capacity)	450l/min	475l/min
Chest measurement	89cm	86cm
Waist measurement	78cm	74cm
Hip measurement	91cm	85cm
Arm measurement	25cm	24cm

Day 26

Wii Fitness Age 31

The fourth day of solid boxing and Matt simply will not be beaten. I'm getting cross about this to the point where I'm sure my blood pressure is going up, even though I'm noticing a definite tautness around my waist and hips, and I'm no longer breathless after prolonged boxing.

Day 27

Wii Fitness Age 29

Wii Sports is a cruel mistress, letting me beat Matt but then sending me back to face him when I lose against the next guy. With one day to go, I suddenly realise that I'm going to miss all this.

Day 28

Wii Fitness Age 23

Like something out of a kung-fu film, I defeat the teacher to become the new master: Matt gets knocked out and stays out. I rattle through the next few opponents until the time runs out.

Do I feel fitter? Yes. Do I feel lighter? That's hard to say but my clothes are certainly looser. Do I feel better? Definitely. I feel more alert and happy that I've 'achieved' something. Tomorrow is the final weigh-in and I'm actually feeling quietly confident...

Conclusion

So, is it true? Can the Wii actually make you fitter?

Although my weight has gone up, my body fat has gone down and all my measurements are down, which suggests I've gained muscle. There's improvement in my flexibility, my lung capacity has increased and my resting heart rate is much lower.

The body measurements show the most improvements, particularly round my hips, where a loss of 6cm equates to a drop of two dress sizes. Losing 1cm off my upper arm doesn't sound like much but they're much less bingo-wingy, so I'm happy.

What can't be measured is the fact that I feel a lot better. I'm more energetic and alert, and I'm liking the looser trousers. Kate at the gym was genuinely impressed by the results. "The Wii works!" she exclaimed. Yes. Yes it does.

> "I'm **more energetic and alert**, and I'm liking the looser trousers a lot"

Thanks!

Huge thanks to Kate at Fitness First. To find your nearest Fitness First gym, visit www.fitnessfirst.com.au

INTERVIEW

Remote-Controlled Weight Loss

Meet the man who's taking his Wii fitness very seriously...

If a one-month regime of getting fit with the Wii has inspired you, perhaps you could go a bit further. Jill Cook, a 29-year-old web applications developer from Kansas embarked on a year-long Wii fitness program at the start of 2007. His aim was to lose 80lbs (36kgs) by playing for 30-45 minutes every day. When ONM speaks to Jill he's 34lbs down with a few months to go...

ONM Had you thought about using the Wii to get fit before you bought one?

JC It wasn't until I had my Wii for a few weeks that I realised I could turn it into a fitness plan. After that, things just started falling into place and I was able to get the ball rolling on a decent plan.

ONM Do you think your weight loss would be so dramatic if you'd concentrated on either just playing Wii or just changing your diet?

JC It's [illegible] lost weight and be healthy at the same time you have to watch what you're putting into your body as well as exercising. You can't do one without the other and expect it to be lasting.

ONM Do you think there have been psychological benefits too?

JC When you start being active, you'll definitely start feeling better about yourself, especially when you start seeing results, but people need to remember that they're not going to see immediate results.

ONM Are you hoping to keep up the Wii exercise?

JC [illegible] lifestyle changes like this is to keep up with them.

Nintendo

Find These Items:

- ☐ Viking Helmet
- ☐ Hand Mirror
- ☐ Fish
- ☐ Lemon
- ☐ Clogs
- ☐ Dart
- ☐ Rucksack

G

Mystery Case Files™: MillionHeir™
The new mystery game where you find hidden objects to help solve the case.

Touch! Generations

Mystery Case Files
MillionHeir

NINTENDO DS

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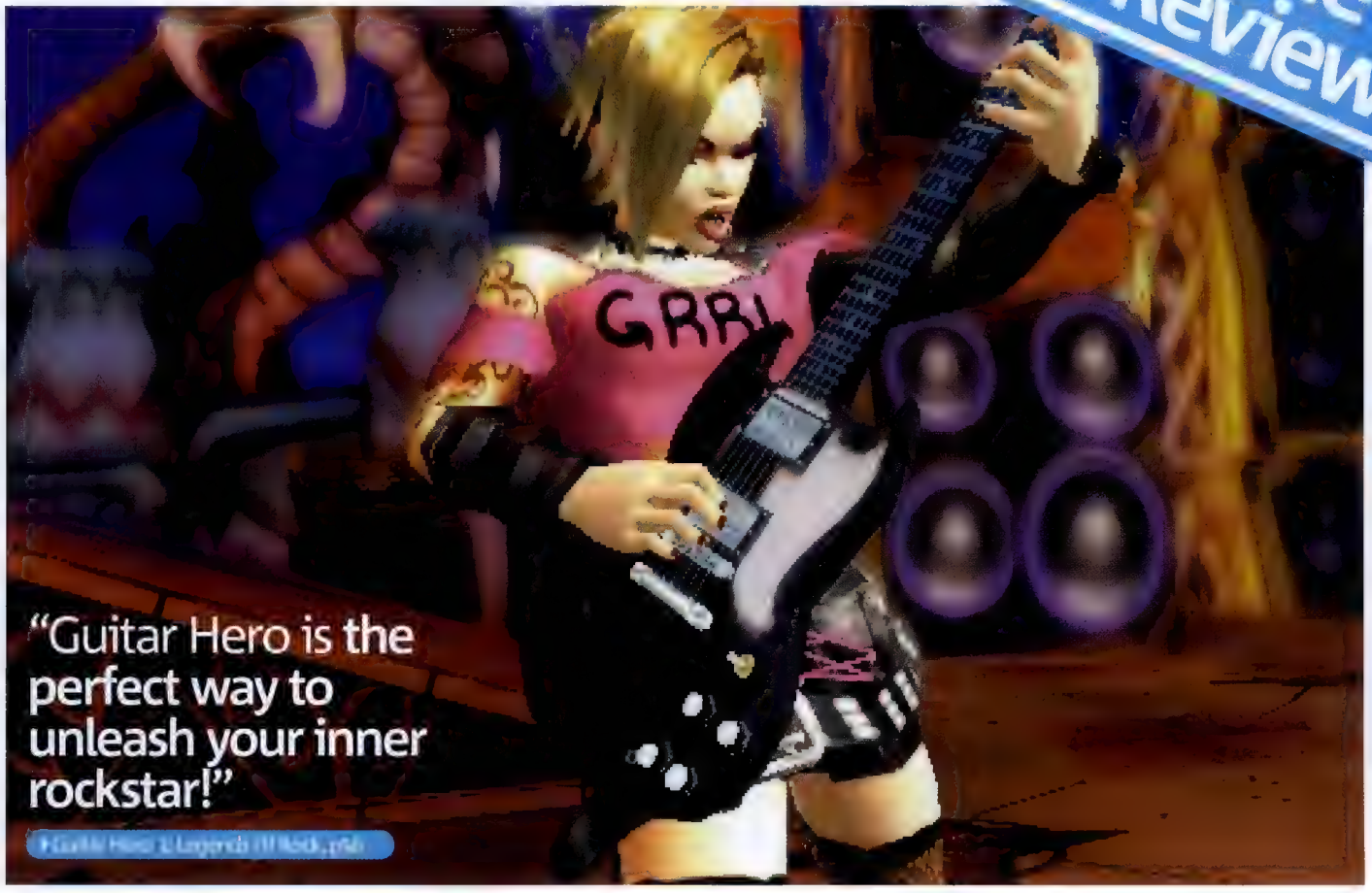
The Best Wii™ Game Reviews



Music Games

- Guitar Hero 3: LoR..... 56
- Samba De Amigo..... 58

Work It Baby! You'll feel like a right wally playing it but that's half the fun right?

Our ratings explained

0-19% Unplayable
A bad idea poorly implemented. Forget it, move on.

20-49% Poor
Restricted fun swimming in a sea of mediocrity.

50-69% Average
Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

70-84% Good
If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

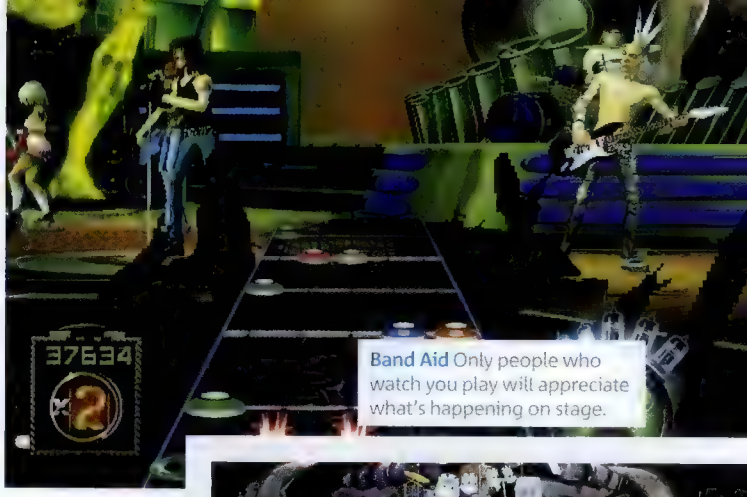
85-89% Excellent
A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

90+% The Gold Award
You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.

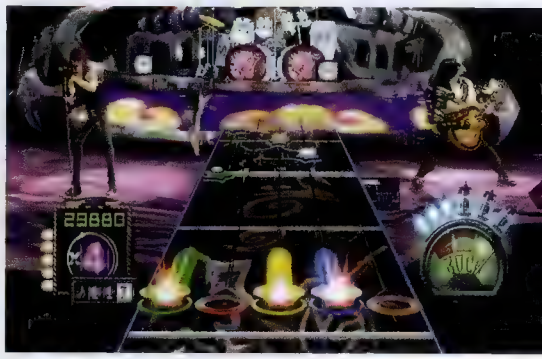
GOLD AWARD Nintendo

OUR PROMISE

Face Melter The visuals are a little ugly but who cares? This is all about the rock.



Band Aid Only people who watch you play will appreciate what's happening on stage.



Three's A Crowd Three-note chords get really horrible and common on the higher difficulties.

Wii

nintendo Wi-Fi connection

GOLD AWARD Nintendo

Guitar Hero III: Legends of Rock

Prepare to have your socks rocked off...

Publisher Activision **Multiplayer** 1-2

Rock Solid A regular human can just finish the game on medium. But on hard? You'll need six fingers.

And so, *Guitar Hero III* gets our coveted Gold Award; but it very nearly didn't. It's not that the game's visually deficient (which, compared to its PS3 and 360 cousins, it definitely is) or that the new gameplay additions are, for the most part, pretty rubbish (which, if we're honest, they actually are – Battle mode is less fun than having your eyes rubbed with vinegar-covered sandpaper). No, our real problem with *Guitar Hero III* lies with developer Neversoft now being the bouncers checking the guest list at this particular rock club – a fact that will leave many newcomers to the series finding things rather tough going as they gaze longingly from the wrong side of the velvet rope.

Of course, it's also fair to say that Neversoft has done an incredible job of picking up the pieces that the original creator of the series, Harmonix – despite having to essentially rebuild the game from scratch, you can hardly tell the difference. Yes, the graphics aren't amazing but then they never needed to be and, to be fair, there are some great examples of lip and rhythm synching on display that only improve the general atmosphere. The inclusion of online play is also a major boon, as is the ability to play Career mode co-operatively with one person strumming away on lead/rhythm guitar while the other plucks on the bass (even if bass guitar can be really boring at times). Plus, the actual Wii guitar controller is a thing of beauty – you'll want two of them whether you're going to play with your friends or not.

CONTROLS

Nunchuk
Not used

Remote
Technically, it's not used – you simply plug it in to your Gibson Les Paul. After that, it's all about the strum bar and those five coloured buttons...

Rock And/Or Roll

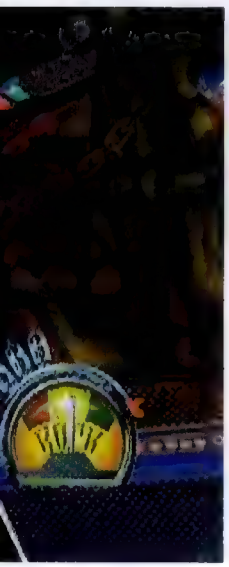
Throw in a great line-up of songs that mixes rock, blues, metal and more and it seems that the game can almost do no wrong in its newly created Neversoft form. It's as great as it ever was back in the Harmonix days, aside from some minor bumps that thankfully can be ignored when you've finished them for the first time (*cough* boss battles *cough*). But then, we have to raise our initial point again simply because it's such an

Wish You Were Hair How come the comedy bass guy isn't a playable character, eh?

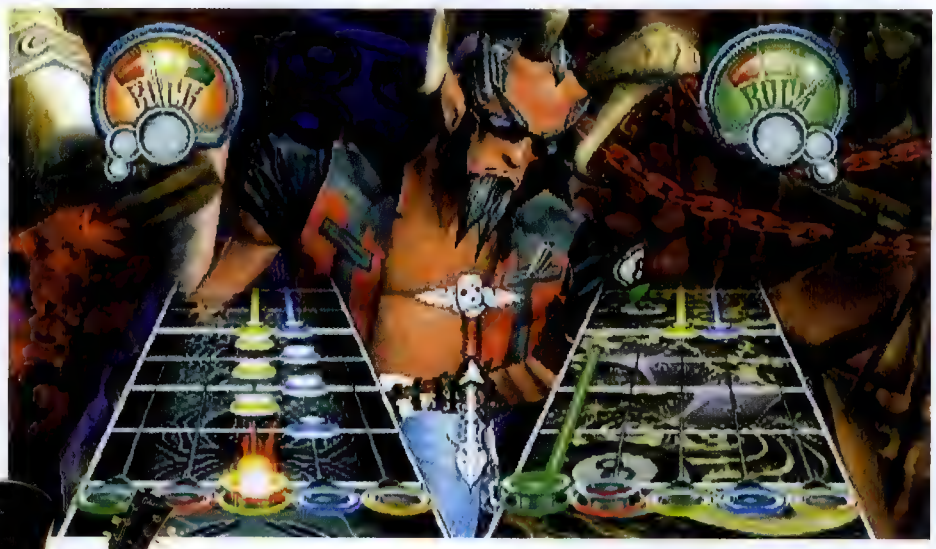
"As fun as it might be, **Guitar Hero III is also harder than a whole bag of nails**"

Girls Just Wanna Have Strum We like Judy Nails, she's our type of girl – angry and blonde.

Tough As It Gets We used to hate red/blue chords – they're just so damn fiddly!

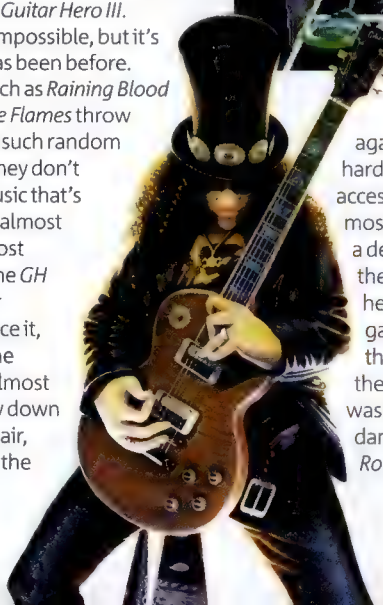


The Devil's Music Satan? Come on, we know we're good but how are we meant to beat the Prince Of Darkness?



important one – just as Neversoft has turned the *Tony Hawk* series from a celebration of skateboarding into a combo-hungry point orgy suitable only for hardcore fans over the years, so the same has happened to *Guitar Hero III*.

It's not that the game's impossible, but it's certainly far harder than has been before. Even on medium, songs such as *Raining Blood* or *Through The Fire And The Flames* throw button presses at you with such random ferocity (to the point that they don't even match up with the music that's being played), that they're almost impossible to all but the most experienced players. For the *GH* faithful, that's great but for everyone else – and let's face it, that's pretty much everyone buying it on the Wii – it's almost enough to make you throw down your plastic Gibson in despair, especially when you get to the horribly unfair boss battle against the Devil himself on the harder settings. Has the gate of accessibility closed on the world's most enjoyable party game then? To a degree, yes. Granted, it's hardly the end of the world and what's here still makes for a really great game, but you need to be warned that *Guitar Hero III* on the Wii isn't the noob-friendly rockfest it once was. That said though, it's still a damn sight cheaper to buy than *Rock Band* is... ✚



Nintendo Verdict
THE OFFICIAL MAGAZINE

- Awesome range of songs
- Awesome multiplayer
- Awesome presentation
- Awesome all round, really
- Too difficult at times

Unwanted tweaks aside, *Guitar Hero III* is great, even if it's harder than expected.

90%

Happy Happy Joy Joy Bright colours, smiling faces, lively music... how is it possible to not love *Samba De Amigo*?

Wii

Samba De Amigo

nintendo Wi-Fi connection

Manic monkey maracas-mashing mayhem!

Publisher Sega **Multiplayer** 1-2

And you were so close, Sega. So very, very close. Yet, the truth of the matter is that as wonderful as *Samba De Amigo* looks, sounds and generally is, the one thing that really mattered – getting the controls spot-on – has still eluded you. Granted, for most people it probably won't matter; they'll be too busy laughing, waving their arms and having a good time to notice. And that's the most important thing, right? Right?

Well, yes... kind of. There's no denying that *Samba De Amigo* is the ultimate feel-good game, nor that it's nearly impossible to play the game or watch other people playing it without smiling like a buffoon. The crazy latin rhythm, the dancing monkeys, the need to flail your arms around as you attempt to bop in time with the moving icons on screen – it's compelling in the way that only ridiculous party games can be. However, there's a big difference between the controls working and the controls working well and sadly, this falls firmly into the former category rather than the latter.

That isn't to say that the former is an absolute negative though, because it's really not – in fact, Gearbox has done one hell of a job getting the controls as good as they are. An unbridled mess six months ago, they're now functional and allow you to enjoy the game. Granted, you still need to adjust to the quirks of how to hold the Remote and Nunchuk as hitting the top and bottom markers requires you to hold them at a slightly outward angle as well as either up or down. But that only takes a small amount of adjustment and soon enough, you can enjoy everything that Samba has to offer... on the lower difficulty levels, at least.

CONTROLS

Monkey Madness

And that's perhaps the most irritating thing. If you take the controls out of the equation, it's almost impossible to fault it. The brightly-coloured backgrounds and dancing characters that adorn each stage, built from the ground up as they were, are impeccable, while the huge range of musical tracks available are pretty much perfect. In essence, it's an exact recreation of the game we loved back on the Dreamcast.

But there's still no getting away from the fact that the controls just aren't as tight as they need to be. The fault lies at the feet of the Remote and Nunchuk. Without getting too scientific, the inner workings of the controller are more adept at slow, smooth movements as opposed to jerky motion and while moving between high and middle or low and middle shakes isn't so bad, rapidly switching between high and low shakes on the same controller is actually impossible.

It's a shame because if there's a single beat of pause between the notes, then it seems to work fine – the controller has a moment to recalibrate

Strike A Pose Hold those Remotes in the right position and you'll get a pass mark.

Flying Colours Crank that rating up to an A and the background will go a bit crazy.

"There's no getting away from the fact that **the controls just aren't as tight as they need to be**"

its position, allowing the cursor to move as a result. But this just isn't the case on the later Hard songs and almost all of Super Hard, meaning you wind up missing lots of notes and can even fail songs as a result.

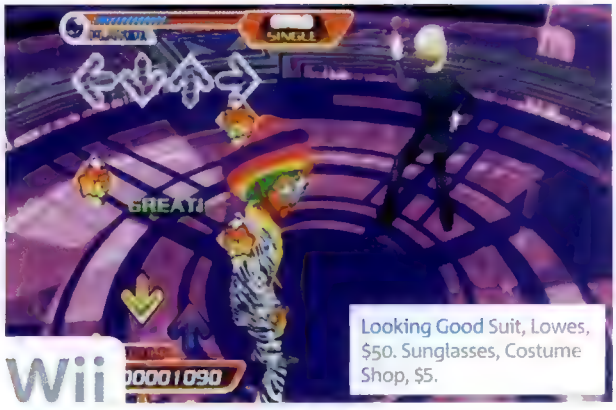
For those less committed players who are content with sticking to the lower difficulties, they'll undoubtedly have a blast. Sadly though, we don't pay for half a game, it's hard to be anything but slightly disappointed by this. ✚

Nintendo Verdict

- Brilliant presentation
- Loads of great tunes
- It's great fun when it works
- Mini-games are hit and miss
- Controls aren't 100 per cent

Excellent in so many ways but falls down hard through control shortcomings.

71%



Looking Good Suit, Lowes, $50. Sunglasses, Costume Shop, $5.

Dancing Stage: Hottest Party

It's time to get down

Publisher Konami **Multiplayer** 1-4

If you've set foot in an arcade at any point in the last five or six years, you won't have been able to miss the dominating presence of the countless dancing games that have taken over. The most popular of these, Dancing Stage has spawned well over 60 different versions and console releases.

Hottest Party is the first Wii game of the series and offers 50 exclusive songs, ranging from original dance tracks to remixes of *Dancing Stage* classics.

In case you haven't played a dancing game before, let us quickly fill you in. *Dancing Stage: Hottest Party* comes with a dance mat with four directional arrows on it, like a big D-Pad. On the screen, arrows travel upwards towards markers at the top. You have to time your steps on the mat so you step on the right arrow as it crosses the marker. Hey presto, you're dancing.

Hottest Party is extremely enjoyable and will satisfy both beginners who haven't played a dance game before and die-hard *Dancing Stage* experts. If you want to get your groove on, this is a great way to satisfy all of your dancing desires. Recommended. ✚

Nice Wig Well, when we say 'nice', we really mean 'utterly revolting'.

Nintendo Verdict

- Wide variety of music
- Remote controls work well
- Works with GCdance mats
- Fun for the whole family
- Too few licensed songs

Fans of dancing games won't be disappointed here – this is great fun.

86%

TURN IT UP!

Since when was music class fun? Since *Wii Music*, that's when!

Simple music is beautiful, and Nintendo's attempt to capture this essence has resulted in Wii Music.

Back in Black

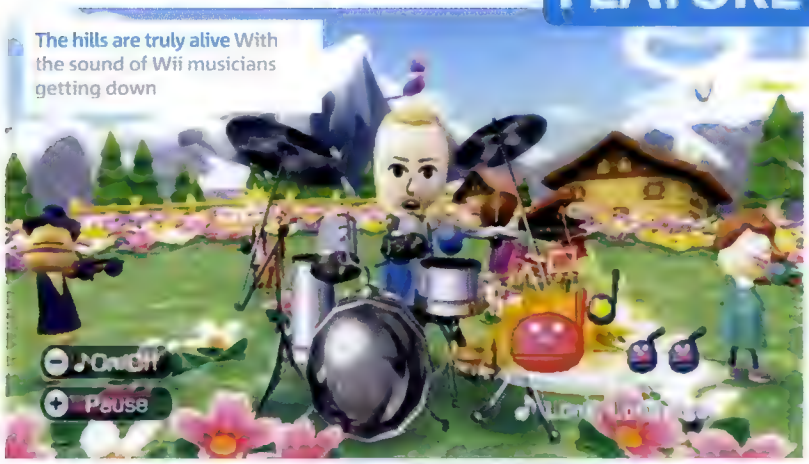
Inexplicably, some of the world's best electronics still manage to get overlooked by the masses. Despite almost universal approval from media and hardcore gamers, both Nintendo's N64 and GameCube were far from that of the top-selling machine. Without the GameBoy, Nintendo had all but surrendered the console market to PlayStation and Xbox... until the Wii and its games put the gaming giant back on the map.

While it might be a stretch to declare them all masterpieces, Wii's flagship games like *Wii Sports*, *Wii Fit*, *Mario Kart*, *Wii Play*, *Super Mario Galaxy* and *Super Smash Bros. Brawl* re-captured the public's fascination through a mixture of quirky innovation, wacky control systems and mass appeal. Now, *Wii Music* has arrived and it follows this same formula closely.

Hot Hits

Using the Wii Remote and Nunchuk to play the in-game instruments, *Wii Music* helps you feel like a bona fide music maestro. Concert halls, casual jams and full orchestras are all your oysters – the crux of *Wii Music* is to get everyone to experience the bliss of making music. Even owners of two left feet or those who reckon they don't have "a musical bone" in their bodies are almost certain to be a little surprised. Like most Wii games, *Wii Music* gets the sweat and pulse rate up as you throw your arms around as you play the game's huge quiver of instruments.

All up, the motion-sensors let you simulate an impressive 60+ instruments (most of which take a while to unlock). Guitars, trumpets, saxophones and clarinets are just the beginning... amongst the big arsenal are more exotic instruments like the marimba and sitar. Drums though, get our biggest nod



The hills are truly alive With the sound of Wii musicians getting down

That's Wii in the spotlight Yes, it looks a crazy – but *Wii Music* is a great laugh

of approval for the sheer challenge of mastering them.

You can hit different drums depending on how you move the Remote and Nunchuk. Using the balance board that comes with *Wii Fit*, you're able to stomp the board to use as the bass or hi-hat pedal. The drums are intricate to master as they are, but throw in the on-screen prompts and it gets even tougher – you'll spend more than a few hours coming to grips with this!

The drums are only a mini-game in *Wii Music* though; they're not what the main game is all about. The main meat of the game focuses on jamming to music with various instruments.

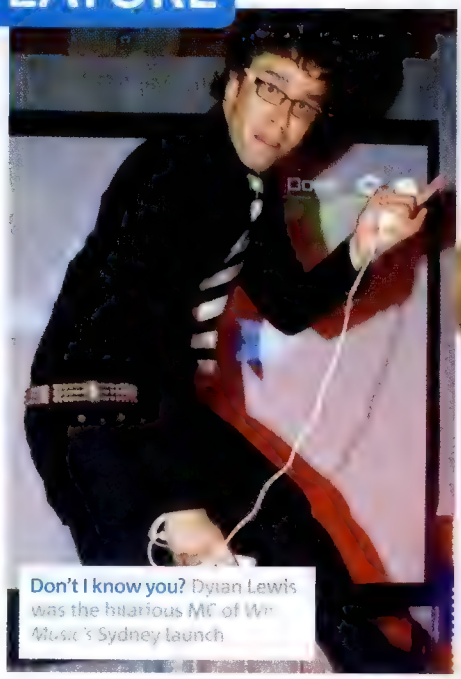
The other of the game's more tantalising aspects is the orchestra section dubbed Wii Maestro, which throws you into the role of conductor. Using the Wii Remote as your wand, you control how the orchestra plays, by affecting the flow and pace of the music. While it can end up being an exercise in throwing your arms around wildly, it can offer good control if you really want to concentrate on what's happening.

Music Made Simple

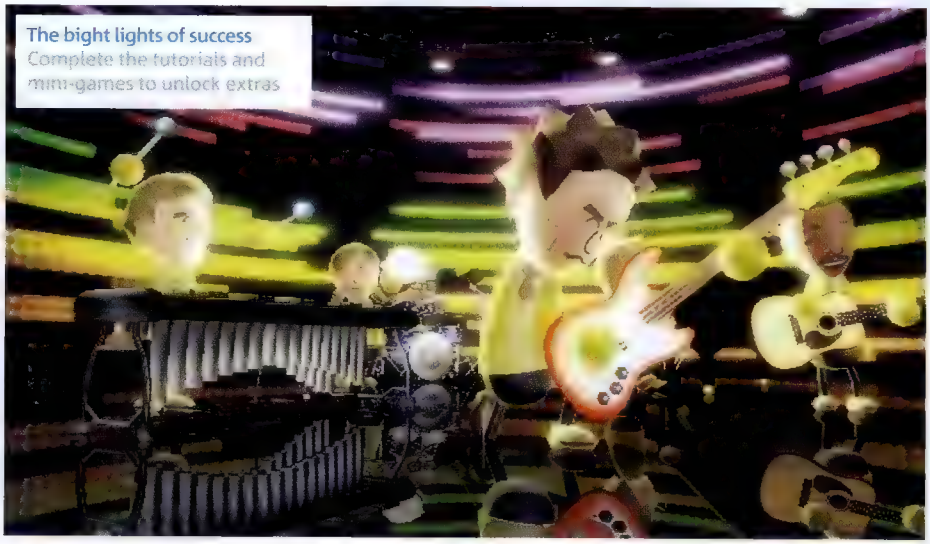
Each instrument is played in a different way. The guitar, banjo and sitar are played by 'strumming' the Wii Remote up and down, while you can make drumming motions to play the bongoes, marching drums and the like. Or, if you're more of an ivory-tinkler, you can hammer away on a piano, marimba or vibraphone to your heart's content. There are also some slightly less traditional instruments, like a beatboxer and dog bark (which sees your Mii dressing up in a dog costume).

After you've got the hang of things you can record a performance, either by getting friends to help you play other instruments or by playing the song multiple times on your own and recording each instrument on top of your previous recording. In Custom Jam you set up your own band and choose what style you're going to play in. A band of four is supported, and the chaos that ensues almost certainly ends in a laugh. Songs can be played exactly as they're supposed to sound in the game, but there's also a freedom in that it lets you add your own flavour and notes to the track.

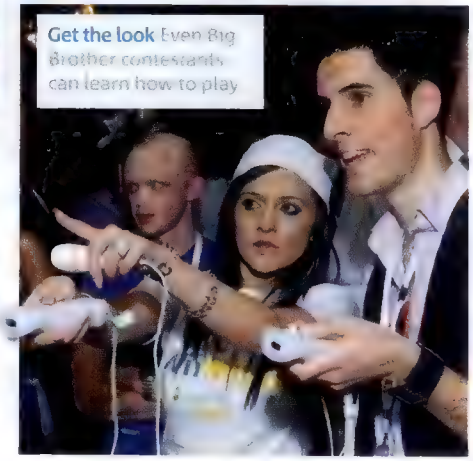
It's all about letting people who can't play an instrument make music happen by acting it out. The song keeps a steady beat and the notes you play depend on when you play them. This means the style of song changes depending on how you choose to play the notes. You can either play notes sporadically and randomly to create a sort of laid-back, free-flow jazz effect, or play loads of notes



Don't I know you? Dylan Lewis was the hilarious MC of Wii Music's Sydney launch



The bight lights of success Complete the tutorials and mini-games to unlock extras



Get the look Even Big Brother contestants can learn how to play

"It's a game that can be really enjoyed – especially in multiplayer mode"

quickly to create a more frantic sound. By combining different instruments with different songs you can make a wide range of different-sounding tracks.

While you can play by following on-screen prompts, it does also encourage you to throw in some of your own flavour and just feeling the music – if you so wish. You can then send your song to a friend via WiiConnect24. They can either watch the performance in a special video playback mode with fancy camera angles, or modify it by playing more music over it and sending it back to you or onto others.

Side Tracks

There are other modes in *Wii Music* too. As well as the orchestra, there's Handbell Harmony, a handbell game where you're part of a huge ensemble of people and have to swing the Wii Remote and Nunchuk to play your handbells when prompted. Then there's Pitch Perfect, a mini game quiz that tests your musical ear by presenting you with various challenges (like putting Miis in order from highest to lowest pitch).

Actual Tracks

Wii Music has definitely taken its own route in terms of music licencing. If you're expecting a catalogue of big name bands and big name songs, you're in for a surprise. The tracks here are decidedly straighter than what you might find in some other titles, but it does include a nice selection of Nintendo classics for long-time fans and there are a lot – more than fifty all up.

Selectable songs range from tracks like Yankee Doodle Dandy, O Christmas Tree, Frere Jacques, La Bamba, Jingle Bell Rock, Do-Re-Mi, La Bamba, Daydream Believer and Twinkle Twinkle Little Star to more credible stuff like the Super Mario Bros, Zelda and F-Zero themes) then choose an instrument from the 60 or so available. Then all you have to do is move the Wii Remote and Nunchuk like you would play the instrument and the game does the rest for you.

Tracky Dacks

How compelling is *Wii Music*? It's certainly fun, and a game that can genuinely be enjoyed amongst a family – especially in multiplayer. Kids, nephews and nieces will spend hours on it and the game's tougher games provide some solid challenges that is different to anything you would have encountered in a game environment before. Truly terrible real-life musicians will get the most of it – and the rest of us can thank that they're living out their musical fantasies in the luxury of their own lounge rooms. ✚

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PG Mild violence

Wii

NINTENDO DS.

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Join Bolt and Penny in an international spy adventure filled with mystery, combat, action and fun!

PG Mild violence

PlayStation 2 PLAYSTATION 3 Wii NINTENDO DS. XBOX 360 PC DVD ROM

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The Rise And Rise Of The DS

It's not all about the Wii – its handheld cousin is an even bigger global hit! Here's how it all happened.

It came, we laughed, it conquered the world. Turn the page to find out how the DS did it...

NORTH AMERICA
In March of 2008, Nintendo sold a staggering 698,000 handhelds here, according to official stat-tracker NPD. You'd think that everyone who wanted one'd have one by now.

Lift Off! The launch of the DS Lite sent sales of the handheld into the stratosphere. And they're still there..

Okay, confession time. Hands up if you thought the DS looked a bit stupid when it was first revealed in 2004? Hands up if you thought a handheld with two screens and a stylus was going be a disaster that would turn Nintendo into a laughing stock, while Sony's PSP cleaned up the portable market?

Obviously the DS was always going to do quite well as there'd be Mario, and *Mario Kart*, and some sort of new *Zelda*, but a weird stylus-powered device in a ladylike clamshell case? Going up against Mr Lifestyle's PlayStation Portable? No chance! Well, the last three years have certainly rammed a fist down the throat of the naysayers.

Nintendo's DS may have lacked the 'cool' factor of Sony's portable PlayStation at first, but it had the games that mattered. It is, as you well know, all about those little boxes of magic.

While the PSP has carved out a decent niche for itself as a media player, the DS has taken over as the gamer's machine of choice. It's not just carved out a niche, it's dug itself an entire underground city, called it NintendoWorld and rehoused most of the population of the planet down there.

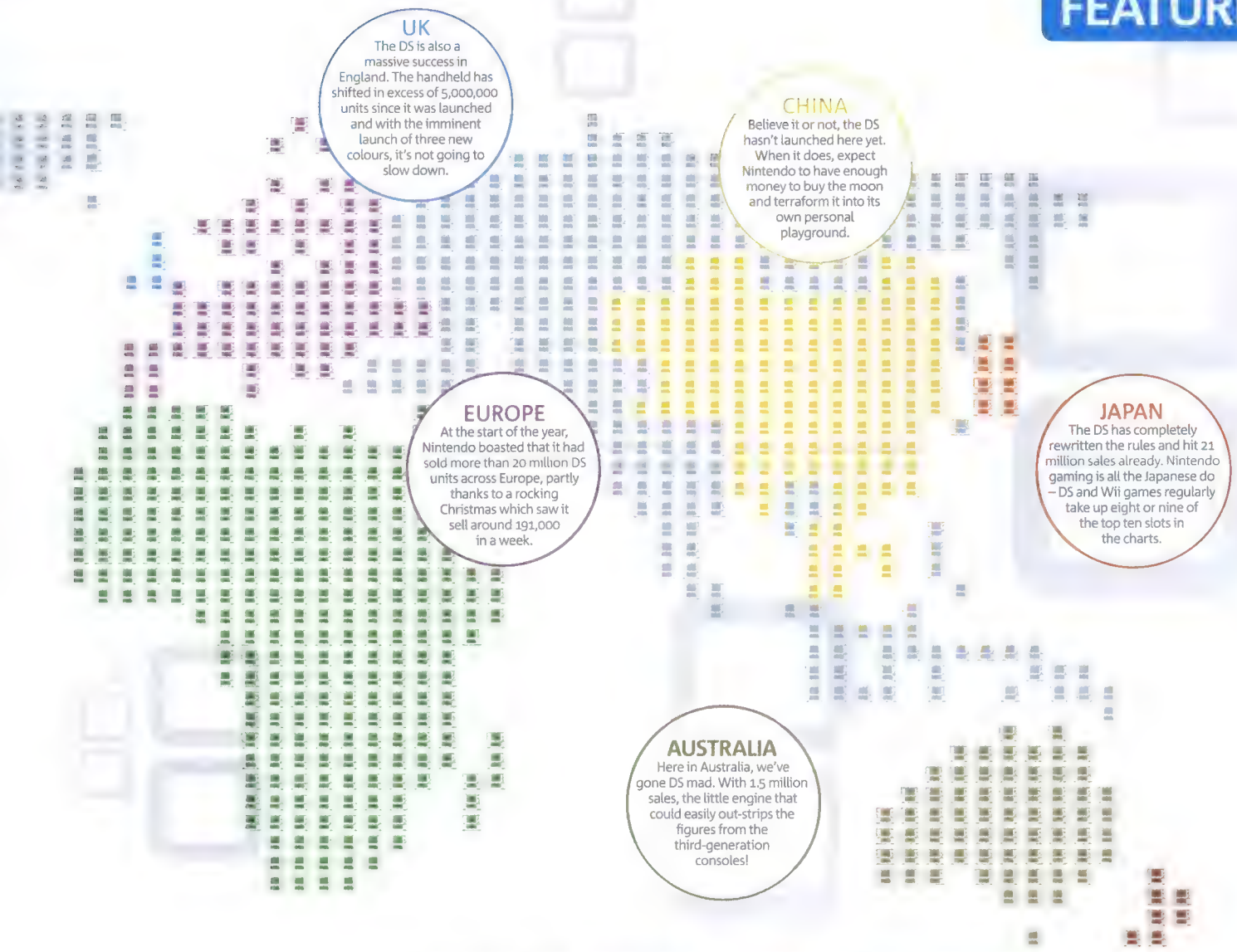
The launch of the DS was, in modern console launch terms, rather low-key. Arriving in Australia in February of 2005, the launch games were mostly odd stylus technology tests. *WarioWare Touched!* wasn't bad but too brief and SEGA's *Project Rub* was the same sort of thing – a collection of mini-games you could get thoroughly bored of after 20 minutes.

The big Nintendo launch game was, as ever, a Mario title. Although a remake of *Super Mario 64* was very welcome, shuffling the plumber around with a stylus was hardly the innovative play we were led to believe the DS was going to offer. Was this paltry collection of mini-games and remakes all DS had to give?

Ready To Launch

Thankfully not. As abysmal post-launch shovelware like *The Urbz: Sims in the City, FIFA 06, Spider-Man 2* and *Need For Speed Underground 2* threatened to ruin the whole concept of DS and make it look like an

> "The DS may have lacked the cool factor of Sony's PSP, but it had the videogames that mattered"


UK
The DS is also a massive success in England. The handheld has shifted in excess of 5,000,000 units since it was launched and with the imminent launch of three new colours, it's not going to slow down.
CHINA
Believe it or not, the DS hasn't launched here yet. When it does, expect Nintendo to have enough money to buy the moon and terraform it into its own personal playground.
EUROPE
At the start of the year, Nintendo boasted that it had sold more than 20 million DS units across Europe, partly thanks to a rocking Christmas which saw it sell around 191,000 in a week.
JAPAN
The DS has completely rewritten the rules and hit 21 million sales already. Nintendo gaming is all the Japanese do – DS and Wii games regularly take up eight or nine of the top ten slots in the charts.
AUSTRALIA
Here in Australia, we've gone DS mad. With 1.5 million sales, the little engine that could easily out-strips the figures from the third-generation consoles!

"It was the second wave of DS games that genuinely **took it to the next level**"

underpowered piece of flotsam, Nintendo had numerous crack teams making games that targeted the three gaming nerve centres: hardcore, casual and innovation.

The first fruit of this was *nintendogs*. Launching here in October of 2005, it was the first of the second wave of DS games that really took it to the next level. It was innovative and very simple, but it also had enough hats and sunglasses to unlock and collect to keep the old Nintendo hardcore happy. Plus, most importantly of all, it wasn't a nerdy shooter or a game about battling for 'turf' with rival 'crews'. *nintendogs* was genuinely a game for everyone. Yes, even girls.

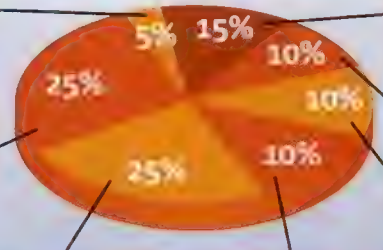
Momentum Overload

nintendogs carried DS through to Christmas of 2005, which belonged to two games: *Mario Kart DS* and the excellent *Sonic Rush*, proving SEGA still had it when it tried and marking the start of the beautiful new SEGA/Nintendo relationship.

So, as would become a pattern with DS, Nintendo cornered off both sides of the market at the end of 2005 and into 2006. Us geeky lot were happy snaking around *Mario Kart* tracks online, while kids, girls, mums and the generally infirm and less well coordinated had the official arrival of *Animal Crossing: Wild World* in March 2006 to keep them amused.

The rest of 2006 was all about *Brain Training*, along with the redesigned DS Lite that hit Australia in June. The impact of the Lite was sensational. Anyone who owned an import unit was a local hero, with crowds coming from

A scientific breakdown of... the DS software library



Content-Light Rubbish
Barely functional mini-games you wouldn't play for free on the internet for 30 seconds.

Shameless Brain Games
Obviously released to cash in on the *Brain Training* games.

Edutainment
Training titles that promise to turn you into a superhero.

Third Party Genius
Games from Capcom, Square Enix, Sega and the like which really hit the sweet spot.

Horsing Around
Patronising, stereotypical games about ponies.

Triple-A Nintendo Titles
The games that make the DS sing loudest, from *Zelda* to *Mario*.

Shameless Animal Games
Parrotz, *Mousez*, *MyCowz* and other similarly blatant clones of *Nintendogs*.

Kaleidoscope Of Colours

Gotta catch 'em all... or not

The DS Lite originally launched locally in two colours: black and white. Not very exciting we'll admit but they were the perfect colours to compliment the stylish and sexy design of the new hardware. Soon after, Nintendo released a baby pink version to appeal to all the girls who had fallen in love with *nintendogs*. Then, a while later, Nintendo decided to add another hue to the family in the form of Ice Blue. And for a limited time only, you can get the DS Lite in Blue/Black and Black/Red – but you may want to hot foot it down to the gaming store if you intend to pick up one of those – they're guaranteed to sell like the proverbial hotcakes!

It may be a stereotype but girls lapped up the pink DS Lite.

"Dads are finally competing against sons for the best possible Mario Kart times"

miles around to see the fashionably white redesign and have their eyeballs sensually massaged by the amazingly bright new screen. The best had actually managed to get significantly better.

The simultaneous arrival of *Brain Training* and the sexier – but not cheaper (Nintendo knows how to keep its profits going) – DS Lite was a double-impact that would send DS sales higher still, with *Brain Training*, its sequels and various spin-offs (and disgraceful rip-offs) still taking up the top slots of the charts today.

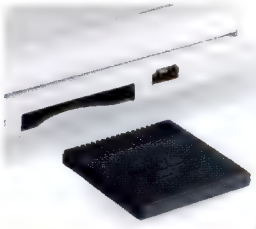
While other consoles only thrive on what's new and cool for a couple of weeks or months at best, good DS games never age or fade away. Like a fine wine, or a quality cheese. New gamers are picking up the well-aged classics thanks to the best advertising games can get: word-of-mouth.

Unconditional Global Surrender

After a mere three years, the DS has already beaten PlayStation2's total sales in Japan. As of May 2008, the DS has shifted 22 million units in Japan and is still going strong. The PS2 took an extra six years to hit its 21 million. The next sales target for the DS is that of Nintendo's own Game Boy, which was thought to sit on a never-to-be-reached golden cloud in history. Game Boy sold 32 million units in Japan all-told. The DS, which many considered a desperate stop-gap console with a novelty gimmick, may well top that before it's done.

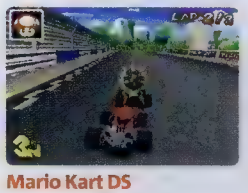
In America, the DS is also cruising at record pace. During March of 2008, the DS sold 698,000 units. The only thing that managed to outsell it was the Wii. In Australia, Nintendo itself boasts of total sales somewhere in the region of 1,500,000 units.

The DS has already been a massive success and its sales are, incredibly, still on the rise. It's in uncharted territory right now. Women have never bought consoles in such numbers. Mums have never bought games before. Dads are finally competing against sons for the best possible *Mario*



Five Games That Made The DS

Control means nothing without gaming power!



Mario Kart DS

Yes, once again it's all about driving the perfect race only to get smashed into last place by a BLOOMIN' BLUE SHELL on the final bend. It proved DS could handle seamless online gaming and added some 'hardcore' respect to the early DS line-up.

nintendogs

Now, you may think *nintendogs* is about you training puppies, but it's actually Nintendo training YOU how to play a game entirely with a stylus. Clever, that. It also helped DS appeal to girls – another reason the handheld has been blitzing the world.

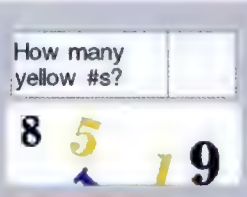
Mighty White The Nintendo DS in all its slimline, shiny glory. Doesn't it look sexy?

Kart lap times.

Whether it happened by design or happy accident, Nintendo's DS pioneered the middle-ground that the Wii is currently targeting as well. One week *Metroid* comes out for us lot, the next week *Mum's Pony Feeding Sugar Lump Maths Challenge* comes out for the kids and casual crowd. It's the old DS one-two; an unstoppable combo that no other handheld has ever matched.

There are rumours that a second redesign is on the way for DS, but surely Nintendo would be insane to tinker with its current world-beating formula too much. It's winning, it's cheap to make games for, and everyone loves it. Now, hands up who thought a console with a ridiculous name like 'Wii' would never take off, either? ✚

Cooking Mama
Teaching a whole new generation that cooking isn't just about putting hot water into a plastic carton of noodles, *Cooking Mama* also proved that mini-games didn't have to be rubbish. As cute as a puppy, educational and fun, this is Nintendo DS to the core.



Dr. Kawashima's Brain Training
Still regularly appears in the top five of game charts even though it launched in June of 2006. Girls, boys, old people, your mum – everyone wants it. There has never been a game with such long-lasting sales.

Animal Crossing: Wild World
Still being advertised on TV today over two years since it came out, the miniature town simulation was an all-round winner. Girls liked designing clothes, boys liked fishing, everyone had to get all the furniture and special items. Pure genius.

If you stacked all the DS's in the world and stood at the top, how high would you be?

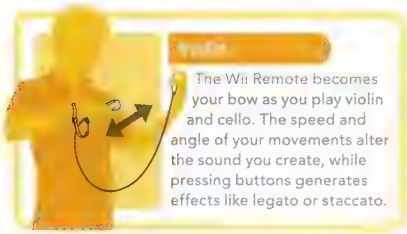
380,000 km
The Moon
Sits chuckling, safe in the knowledge it's miles away.
38,000 km
Satellites
Probably unlikely to bump into a stack of DS consoles.
1,612 km
Nintendo DS
Yes, if you stacked up every DS sold, they'd go more than five times higher than a Space Shuttle. If you can't get a good Wi-Fi connection that high up there's something wrong.
300 km
Space Shuttle
Where astronauts float about and eat dried milk.
100 km
Aurora Borealis
AKA the northern lights: light patterns in the sky.
21 km
Air Balloon World Record
Set by Vijaypat Singhania, who we're sure is very nice.
12 km
Commercial Aircraft
Ironic, because you can't play DS when it takes off.
8.8 km
Mount Everest
The tallest mountain of all including Death Mountain.
0.305 km
Centrepoint
Sydney's iconic landmark barely ranks.

Nintendo

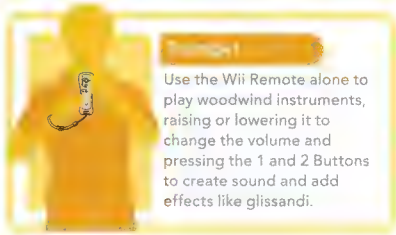
Wii Music

Get in tune with your musical side!

Have you ever thought you didn't have a musical bone in your body? If so, the prospect of suddenly picking up an instrument and attempting to play can seem a little daunting. But there is another way! With Wii Music, you can master more than 60 different instruments just by using the motion-sensitive Wii Remote and Nunchuk to experience everything from drums to double bass or bagpipes to banjo!

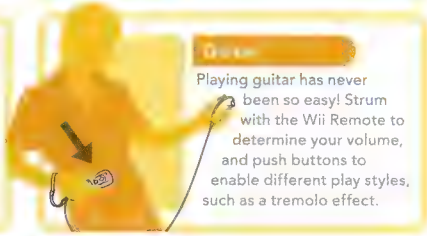


The Wii Remote becomes your bow as you play violin and cello. The speed and angle of your movements alter the sound you create, while pressing buttons generates effects like legato or staccato.



Use the Wii Remote alone to play woodwind instruments, raising or lowering it to change the volume and pressing the 1 and 2 Buttons to create sound and add effects like glissandi.

Keep the beat when you play percussion; moving the Wii Remote and Nunchuk in time to pound drums or play tambourine



Playing guitar has never been so easy! Strum with the Wii Remote to determine your volume, and push buttons to enable different play styles, such as a tremolo effect.

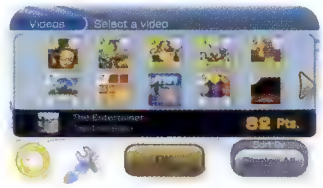
Playing is a simple case of moving the Wii Remote and Nunchuk as though they were the actual instruments you were holding. Pressing buttons as you play will alter the sound your instrument produces, freeing you up to add a little tremolo when you're on keys or glissandi if you're playing a woodwind instrument. Once you've found your sound, you and up to three friends can re-arrange classic compositions - recording as many as six parts for a song to create your own unique renditions.

Over 60 instruments 50 different songs

1. Come together

Wii Music gives up to four people the chance to create their own unique sound. You can even share the music videos you make with others via WiiConnect24 to ensure your private performances get the audience they deserve!

2. Play your way



Express your musical tastes together as you re-arrange more than 50 songs with a host of different instruments. Transform classical anthems into up-beat rock songs or give pop hits a fresh feel with your own interpretation. With the Wii Remote and Nunchuk, the power to play your way is in your hands!

3. Tune your talents

As well as inviting you to let your creative side run wild, Wii Music will teach you and your family the fundamental facts of music theory. Train your ear through fun challenges and discover more about arranging music before you take to the stage to put what you have learned into practice.

G

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Touch Generations

nintendo Wi-Fi connection

THE OFFICIAL MAGAZINE
Nintendo
AUSTRALIA & NEW ZEALAND

The Best DS Game Reviews

DS Games

- Animal Crossing: Wild World 72
- Dr Kawashima's Brain Training 74
- Cooking Guide 75
- KORG DS-10 Synthesiser 76
- Big Brain Academy..... 77
- New Super Mario Bros.....78

Hot Hits! Expand your musical horizons and show off your electronic talents!

Our ratings explained

0-19% Unplayable
A bad idea poorly implemented. Forget it, move on.

20-49% Poor
Restricted fun swimming in a sea of mediocrity.

50-69% Average
Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

70-84% Good
If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

85-89% Excellent
A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

90+% The Gold Award
You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.

NINTENDO DS.

Animal Crossing: Wild World

Perfect Wi-Fi gaming at a gentle pace – the Wild World is this year's hottest holiday destination

Publisher Nintendo **Developer** Nintendo **Multiplayer** 1-4 **Release** Out Now

Buy Buy Buy On Flea Market day you can buy furniture from your villagers.

Trophy Cabinet Win the Fishing Tourney and you get a trophy to display proudly in your house.

Welcome to YourTown, population: nine. A vibrant, self-contained community, with beach access, a river, beautiful woodland, a well-stocked local shop and buzzing town hall. It has everything you need for a fantastic stay – and the locals are friendly! Upon arrival you'll be shown to your accommodation – a modest, single-roomed apartment. From then on, your options are unlimited!

You may choose to spend several hours a day fishing, selling your catch and using the money to enhance your house. Or you may become a fruit farmer, harvesting your crop to sell or trade. Other careers include turnip grower, antique trader, fossil hunter and collector, or you may prefer to relax, chat with the locals and enjoy a life of leisure.

Your first appointment should be with shopkeeper Tom Nook, a key member of the community. Tom sends you out to meet the locals – you might encounter Goose, the bodybuilding bird, or Roscoe, the fossil-obsessed horse. There's a huge number of characters moving in and out, leaving you with a constantly changing group of locals.

A character may emigrate, to be replaced by someone you've met in another town while travelling via the Nintendo Wi-Fi Connection. You also receive letters from townsfolk you've met on your wanderings. Should you travel to another location via Wi-Fi prepare to be amazed – in another town you have full access to the local characters, shop items and buildings, making Wi-Fi tourism another must-do.

Animal Magic

The villagers of YourTown and those you meet on your travels chat to you and hand out a variety of tasks, from entering fishing contests or tracking down items of furniture and clothing, to bartering for goods and services. As your stay in the *Animal Crossing* region lengthens, events become more complex and consume more of your time.

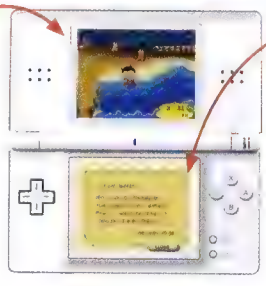
Special events also take place on certain days. Check the noticeboard for news, and expect to see day-long fishing contests, flea markets, greeting days where everyone in the village has to talk to each other, and many other events. Don't go expecting a quick-fix while staying in the *Animal Crossing* area – this is a place that takes weeks, perhaps months, to come alive.

But you can visit for short stays if you're busy. The great thing about YourTown is that there's always something to do, whether you plan on visiting for five minutes or several hours. Basic fruit harvesting is an easy way to make money – it might take 30 minutes every day but you can earn big Bells (the local currency). Or you could spend five minutes a day reading letters or checking the shop for furniture. There's no hurry to pay off your mortgage, and that's the beauty of the *Animal Crossing* kingdom – you're free to spend your days however you like.

Visitors who plan to spend several months in the village will get much more out of it. For starters, there's the entire collection aspect. If you're the sort of Nintendo fan who has to 'catch 'em all', *Animal Crossing* is definitely the

CONTROLS

Top screen Often just the sky. Keep an eye out for presents floating by, although its main purpose is making navigating menu screens easier.



Bottom screen Walk, fish, shop and do everything without using the buttons. When typing messages to Wi-Fi visitors it's a total godsend.

Don't Go! If you don't talk to your villagers they move out. Losing a favourite character is devastating!

Fossil Face Good old Blathers can identify any fossils you bring in for him. He doesn't get out much.

A Spot Of Gardening Forgive the weeds. We've been busy designing clothes and forgot the garden.

Light 'Em Up Bright Night week is a bit like Christmas, as it uses the same lights-on-trees decorations. You won't get visitors during Bright Night week, so there's no turnip trading done.

place for you! You'll have to play all year round to find the seasonal fish and bugs.

And the collecting habit is easy to slip into, even if you're trying hard to save Bells to pay off your mortgage. Each day Tom Nook has something new in his shop – a different sofa, a new wallpaper set, an alternative flooring – and each day you feel the need to own it. The more you own the better you can equip your house, with the demanding Happy Room Academy rating your property once a week.

Not much is known about the shady manner in which the HRA appraises homes, but it's believed the better your house scores the higher your luck rating is, meaning you catch those rare, valuable fish more often, further helping you pay off that mortgage and build that extra room on your home.

> "You might meet **Goose the bodybuilding bird,** or Roscoe the fossil-obsessed horse"

As with rare fish and bugs, however, some pieces of furniture are only available at certain times of year or are rewards for connecting to the Wi-Fi service. Collecting these items for your dream home will take months.

As well as bringing gifts, the Nintendo Wi-Fi links let you escape at will. If you feel like travelling, simply ask one of the gatekeepers to open your village gate – other people can then come to visit should they be online at the same time, or you can pop out to another town if you've got the Friend Code of someone else in the *Animal Crossing* region.

You'll be amazed by just how easy it is to visit other players' towns. Up to four characters can run around in each different town via Wi-Fi or local Nintendo DS link-up, with the entire village coming along for the ride. This is no simple visit with stripped-down options; when you visit another town it's you, in that town, playing that town's game. It's a massively addictive feature and a unique experience.

You can talk to other characters in other towns, complete missions for them, deliver various items, engage in regular fishing contests and generally do everything you would in your own home. You may notice the odd bit of slowdown, though, and remember to save the game regularly – if one visitor experiences connection issues the entire town may blink out of existence and all your progress will be lost. Annoying, but a very rare occurrence.

Getting out of YourTown once in a while is essential. If you're serious about paying off your mortgage and expanding your home a supply of imported fruit is a necessity. Occasionally a coconut may wash up on the beach – don't sell it! Foreign fruits are worth five times as much as your local crop, so chopping down your rubbish original trees and replacing them with imports is a boring but rewarding task.

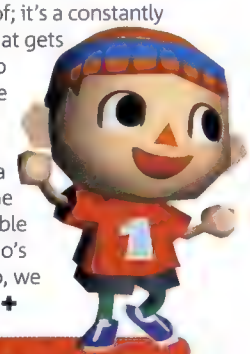
Once your house is set up as you like it, you may want to invest more time in the local community. YourTown boasts an excellent Museum, curated by knowledgeable owl Blathers. Should you find a fossil, catch a rare fish or trap an insect, be sure to take it to Blathers. If you've got a sort of fossil that's yet to be displayed Blathers may ask you if you'd like to donate it to the Museum so other residents can study it. The Museum is a cultural hotspot as it also houses paintings and hosts the occasional music gig in the coffee shop on Saturday nights.

Collecting all the fossils, catching all the fish, buying all the paintings and maxing out the size of your house are all massive tasks. Each little challenge is at least the size of all of *Nintendogs*. *Animal Crossing* is not something to be experienced for a few days – the novelty will stay fresh for years.

You'll Never Leave

And still we've only covered the tip of the iceberg when it comes to things to do in YourTown. There's a vibrant local textile industry that lets you spend hours designing and selling clothing, a hippy character who teaches you emotions, fortune tellers to laugh at, a fashion designer who'll kit you out (and rip you off), and you never know what new themed day is going to pop up next.

In fact, there's so much to do here we doubt you'll ever want to leave. *Animal Crossing* isn't a place you get bored of; it's a constantly growing, changing world that gets better the more you put into it. Whether you decide to be a farmer, trader, fisherman or simple layabout messing around with your friends via the Wi-Fi Connection, it's the happiest and most pleasurable destination in all of Nintendo's joyous world. We hope... no, we *know* you'll enjoy your stay. ✚



Nintendo Verdict

- Superb Wi-Fi and link-up features
- Play it at your own pace
- Vast array of characters
- Hilarious dialogue throughout
- Slow going at first

A brilliant, huge, engrossing game that has so much to see and do. Amazing.

95%

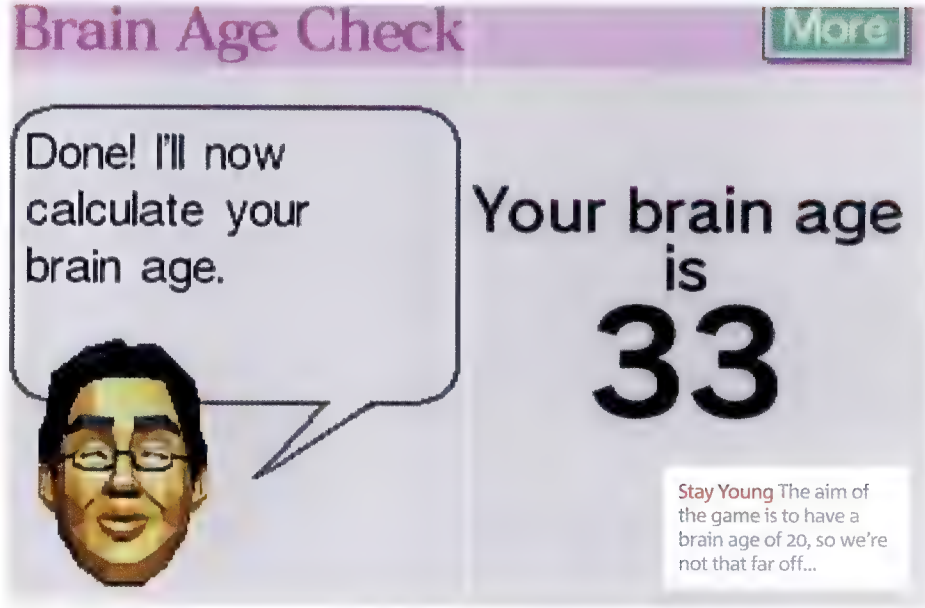
NINTENDO DS

Dr Kawashima's Brain Training: How Old Is Your Brain?

You're only as old as your brain feels, apparently

Publisher Nintendo **Developer** Nintendo **Multiplayer** 1-15 **Release** Out Now

As someone who just scraped a D grade in HSC maths, you might think that this reviewer is under-qualified to pass judgement on what, to all intents and purposes, is a maths game. But you'd be wrong. See, if you're one of these strange beings who can add up without a calculator, *Brain Training* might not be for you, as answering 100 posers where the toughest task is nine multiplied by eight won't be very challenging. But if you're a bit simple when it comes to numbers, you'll find Dr Kawashima's daily workouts taxing and, whisper it, perversely enjoyable.



Stay Young The aim of the game is to have a brain age of 20, so we're not that far off...

Sum Enchanted Evening

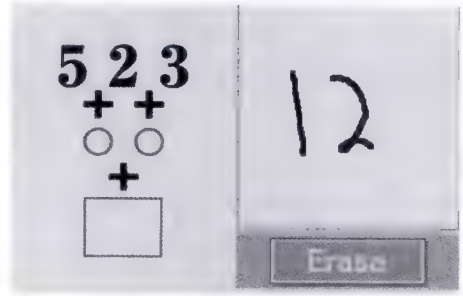
Somehow, the good doctor succeeds in transforming what should be tedious tasks into something approaching fun with a succession of quick-fire, simple problems that'll have you thumping the table with frustration but soon returning for more.

Take the calculations, for instance. After you've answered 20 simple posers, Kawashima demands that you take on a hundred more. Given time you could do them all easily, but to get your brain age down to 20 (the aim of the 'game' being to achieve a young brain age) you have to scribble down the answers with the stylus in around two minutes, and that's when mistakes and mind blocks occur and suddenly nine multiplied by six seems as tough as a question on the Einstein Factor. But even if you fail you'll still return the next day for another dose.

Aside from addition and subtraction, there are memory tests, counting trials and a reading test, but while reading Bram Stoker's Dracula out loud on the bus may earn you a few funny looks, the fact is Brain Training actually works. After a few days' training you'll be able to do the maths, memory and counting tests quicker than before and you'll start knocking years off your brain age.

"You'll find Kawashima's workouts taxing and, whisper it, **peversely enjoyable**"

The only real problem is that once you've completed a day's training there's little more to do. There are three tests available at the start and once you've finished them and completed a brain age test you'll get a stamp on your calendar. These stamps unlock new games and you'll need to do about 20 days' training to unlock all nine tests. It sounds like a lot of work, but even finishing all nine tasks will only take around 30 minutes, which will leave you with little to do but practise for the next 24 hours. You can play multiplayer games against up to 14 opponents, but trying to persuade friends to take you on might not meet with many positive responses. Maths or *Mario Kart*? It's no contest really.



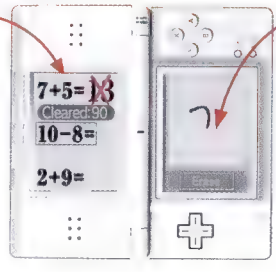
Triangle Maths Not a fan of maths? Well, *Brain Training* probably isn't for you then.

Doku Panic

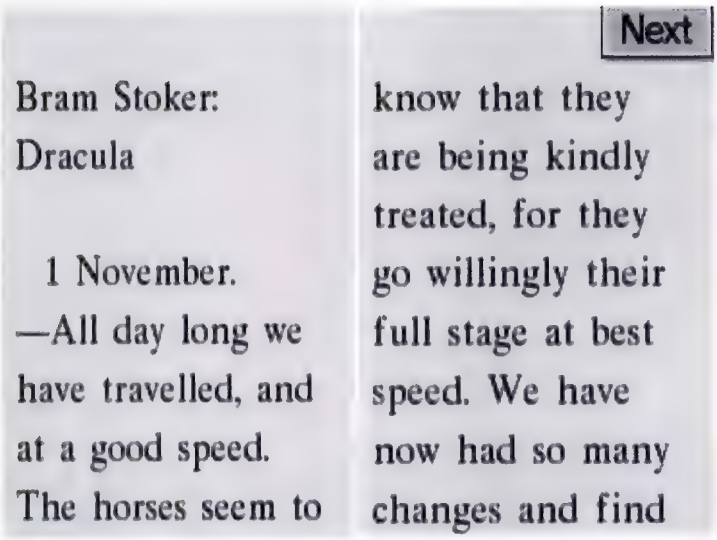
There are fiendishly addictive Sudoku games included, and they may easily keep you distracted until one in the morning (whereupon Kawashima will tell you to rest your brain). Really though, *Brain Training*'s success has got little to do with maths or even Sudoku – the DS's unique features are what makes this fun. After all, scribbling

CONTROLS

Top screen
You have to turn your DS on its side to play. The left screen is Kawashima's domain. He'll pop up here, set you exercises and moan about his allergies.

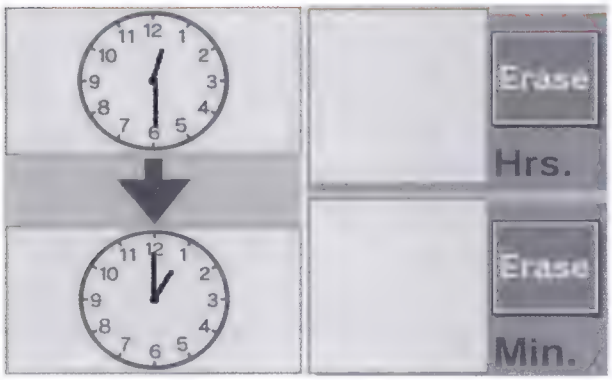


Bottom screen
Write your answers to the training exercises on this screen. You'll also play Sudoku and scribble your own stamp designs here.


Next
Bram Stoker:
Dracula
1 November.
—All day long we have travelled, and at a good speed. The horses seem to
know that they are being kindly treated, for they go willingly their full stage at best speed. We have now had so many changes and find

Reading Aloud The reading sections are really not much fun.

"The only problem is that once you've completed a day's training **there's not much else to do"**



Time Lapse Fancy giving yourself a really bad headache? Try this.

answers down with the stylus or shouting them into the microphone is much more enjoyable than playing some educational title on the PC.

Brain Training has been a bona fide phenomenon on the DS, selling millions and millions of copies around the globe, staying in the charts for a record breaking 72 weeks and sending Nintendo, and its dual screen handheld soaring into the stratosphere. As such, it's a title you should probably check out. While it's not quite as fun as the more cartoony *Big Brain Academy*, it still works really well and is one of the better Touch Generations games. While at its core it may be little more than maths and memory games, but this is yet another pleasingly unique title to add to the DS's collection. ✚

Nintendo Verdict

- ✪ Addictive quick-fire tests
- ✪ Improves your numeracy
- ✪ 100 Sudoku games
- ☐ Not enough challenges
- ☐ Not to everyone's taste

The quick-fire nature of the tests ensure that *Brain Training* is never dull.

78%

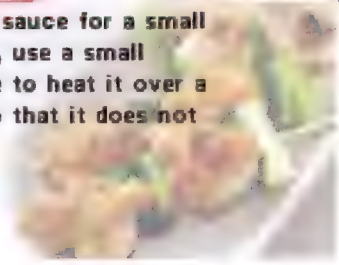
Yakitori

Japan

Advice for +/- servings

For 1 - 6 servings

When preparing the sauce for a small number of servings, use a small saucepan. Take care to heat it over a low temperature, so that it does not burn.



NINTENDO DS.

Cooking Guide

What's Cooking? *Cooking Guide* boasts hundreds of recipes for you to try out.

Jamie Oliver, move aside

Publisher Nintendo **Multiplayer** No

Okay, so Gordon Ramsay may have beaten the DS in the final taste test but there's no shame in losing to one of Britain's greatest ever chefs. Plus, this is all about home cooking and it really is a fine recipe book, packed with 245 recipes from all around the world.

In some ways it's actually better than your average recipe book. If you know your way around the kitchen, you can just check the shopping list, the preparation method and get cooking. But beyond this are levels of detail that Margaret Foulton would be proud of. On the ingredients page you can see what utensils you'll need to have on hand and there's a description of each ingredient on the Top Screen which is very useful for food that you might not be familiar with.

There are some nice hints for varying the recipes and you can add your own notes if you like. There could be a few more vegetarian recipes and deserts but that's just a minor quibble. We hope it doesn't put anyone off buying what is undoubtedly a rather brilliant bit of DS software. Remember that a celebrity chef's cookbook will set you back about as much as this game and be less fun to boot! Why not learn to cook in way everyone should – by playing with a DS! ✚

Nintendo Verdict

- ✪ Very easy to use
- ✪ Great for beginners
- ✪ Some good cooking hints
- ✪ Excellent range of recipes
- ☐ Too little variety

An awesome piece of software if you want to impress in the kitchen!

80%

NINTENDO DS.

Korg DS-10 Synthesiser

It was acceptable in the '80s

GOLD AWARD Nintendo

Publisher Nintendo **Developer** Procyon Studios **Multiplayer** 1-2 **Release** Out Now

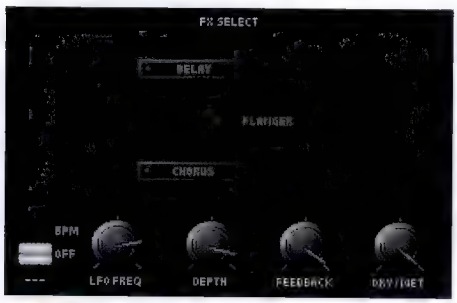
The DS is slowly but surely turning into something of an alternative live music hub. Ubisoft's *Jam Sessions* allows you to plug into an amp and 'strum' a guitar on a stage and now you can add to your growing live performance thanks to the *Korg DS-10 Synthesiser*.

The game sets out to emulate Korg's famous early '80s MS-10 Synthesiser, albeit with a few improvements. From the word go, the 'game' is extremely minimalist and old-school in its presentation, which is fine because ultimately you'll buy this for one purpose only, so you may as well get to that purpose as soon as possible.

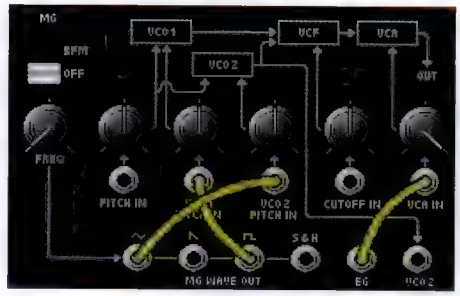
Anyone familiar with music creation programs and synthesisers such as Reason, Cubase and Logic will be completely at home with the dual screen set-up. You're presented with the ability to sequence and record two separate Korg synthesisers. Drums can also be added into the mix thanks to a four-pad system.

Tweak To Be Unique

Each and every sound (synthesisers and drum pads) can be fully edited within all the usual parameters such Portamento, Level, Drive etc and every sound can have an Effect in/out added in the form of Delay, Chorus and Flange. You've also got 16 Pattern tabs at your disposal, meaning your song can be made of up to 16 different parts. Obviously every single option and knob can be tweaked using the touch screen and you can flip the screens (to gain access to the top-screen functions) with a simple tap of the L button.



Special FX Flanger? Yes please. Turn it all the way up to 11 if you will – just how we like it.



Crossed Wires Action RPG fans should probably turn the page now. There's nothing for you here.

Looks Are Deceiving We admit it. *Korg* looks dull as dishwater in these screens. Trust us, it's not though.

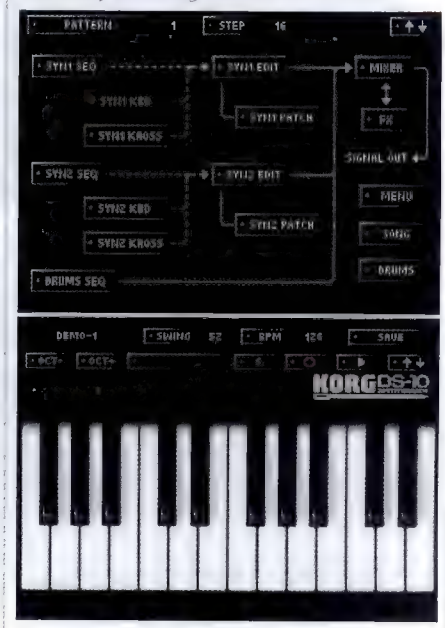
To be perfectly honest, it's all very standard stuff for experienced song-writers and producers, with the big deal being that it's yet another sound that can be essentially used as a plug-in. Granted it's not a VST (it can't be patched directly into a program) but as an instrument in itself it's definitely worth spending the cash just to get those unique sounds into your compositions.

But what about all the people out there who just want to have a bit of fun and make some cool sounds? Well, the *Korg DS-10* is for you too. While the sheer amount of knobs and parameters on offer suggests this is a hardcore musician purchase only, you'd be surprised at what you can come up with after a bit of experimentation. Ultimately you don't have to know much about music to get a satisfying result out of this application. Because all you're doing is sequencing (filling in dots to decide where the notes go), it's really not that hard to get to grips with. Composing a masterpiece is entirely possible but will take a fair bit of work.

We've got nothing bad to say about the *Korg DS-10*. For budding musicians, it's a great price for an introduction to sequencing and producing. For the pros, it's a great price for an instrument that'll add a unique set of sounds to your repertoire. The only negative is the DS' inability to output a truly fat low-end sound. Apart from that, *Korg DS-10* is a fantastic musical creation tool that puts some classic sounds in the palm of your hand. Get creating! ✚ **Chandra Nair**

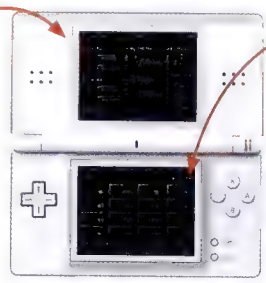
DUAL SCREEN

▼ You want features? You got 'em! *Korg* is absolutely brimming with knobs to twiddle.



▲ The business end of the game is down on the touch screen. Get tapping away!

CONTROLS



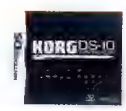
Top screen The options that you don't immediately need are kept here. They can be accessed by pressing L to move them down to the touch screen.

Bottom screen Used to access all of the main effects and tweak the parameter knobs. Put simply, this is where all the real magic happens.

Nintendo Verdict

THE OFFICIAL MAGAZINE

- Perfect for the touch screen
- '80s sounds on the cheap
- So many knobs to tweak
- Great intro to sequencing
- For music lovers only

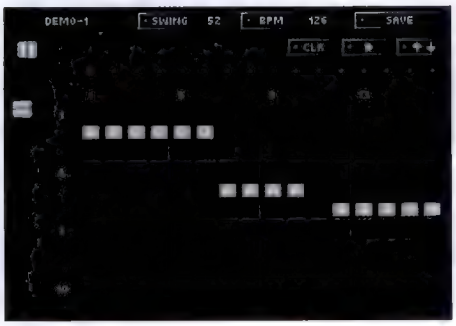


A fantastic music creation tool for DS owners and pro producers alike.

94%

Top & Tails Press L and you can switch the screens over.

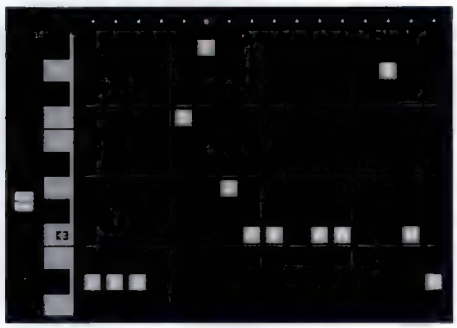
Susstudio Check out that set up! Pharell Williams, eat your heart out.



Turning The Dial Decisions, decisions. Which one do we twiddle first?

Off The Grid Alas, this isn't a *Picross* mini-game. More techy FX stuff. Damn, this is hardcore!

"It's a great price for an instrument that'll add a unique set of sounds to your repertoire"



Black & White If you're serious about your music, you should be serious about *Korg*. It's got the lot.

NINTENDO DS.

Big Brain Academy: Who Has The Biggest Brain?

Small is beautiful

Publisher Nintendo **Developer** Nintendo
Multiplayer 1-8

The Cat's Pyjamas Did Brain Training have psychedelic cats? No, it didn't. In your brainy face, Kawashima!

Big Brain Academy is a kind of companion piece to *Dr Kawashima's Brain Training*, a different, less serious and slightly kookier take on the world's new favourite genre – intelligence-testing and attention-span-raising games.

At first you'll be utterly bewildered by a random selection of mini-games that have you working out if lions weigh more than frogs, drawing lines between groups of animals, doing sums in a hurry and remembering phone numbers.

The more you score the more your grey matter weighs, and the happier your host, Dr Lobe, is with your performance. You may even get awarded a brain ranking higher than that of Calculator, our embarrassing current best.

Big Brain Academy is a more fun-themed package than *Brain Training* and an approachable way to get yourself into the quirky quiz-game scene. Still, don't listen to what we say. Apparently the ideal brain weight is 1,400 grams, and ours is still stuck around the 980 mark. ✚

Nintendo Verdict
THE OFFICIAL MAGAZINE

- ✚ Cuter than Brain Training
- ✚ Great eight-player link-up
- ✚ Fewer bizarre puzzles
- ✚ No dodgy speech-recognition
- ▬ Not a vast number of games

A simpler but cuter version of Brain Training, this is a cute little time-waster.

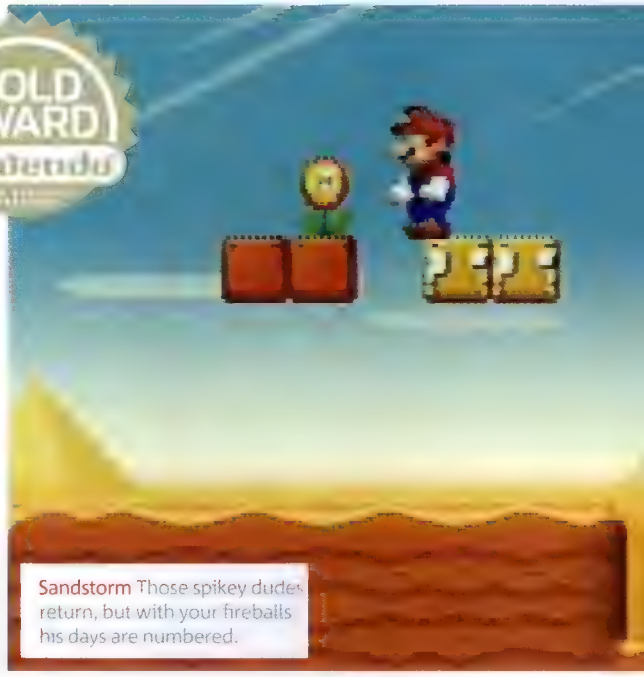
80%

NINTENDO DS.

New Super Mario Bros.

The boys are back in town to take you back in time

Publisher Nintendo **Developer** Nintendo **Multiplayer** 1-2 **Release** Out Now



Sandstorm Those spikey dudes return, but with your fireballs his days are numbered.

Seeing Red Try quickly collecting eight red coins while these platforms stretch and shrink below you.

Ever since we battered Bowser out of the Koopa Klown Kar, uncovered the 96th exit and discovered the coins that spelt "YOU ARE A SUPER PLAYER" on Star Road, we've prayed for another episode of pure 2D heaven to match the unparalleled joy that was *Super Mario World*. That was in 1991.

It's taken 15 years for that game to arrive. But it was worth the wait – *New Super Mario Bros.* is one of Nintendo's finest creations. Every last one of you should have this in your games library. It's one of Nintendo's all-time classics.

Old-time Mario fans will be overcome by nostalgic joy as they kick Koopa shells through rows of enemies, go down green pipes to rooms full of coins or hear that distinctive 'grow' sound when Mario grabs a mushroom. But this isn't just another page in a 20-year-old book. *New Super Mario Bros.* is as fresh as it is nostalgic, packed with loads of new elements and concepts that progress the series as well as taking full advantage of the superior power of the DS. You'll meet enemies you've never seen, use powers you've never used, and overcome challenges unlike any in previous Mario games.

"That's the Mario effect and it will never get old. It defines Nintendo. **It defines gaming.** Buy this title now"

Shock Of The New

Even if you've hammered through every Mario game, *New Super Mario Bros.* will still give you plenty of 'wow' moments. You'll watch in surprise as the DS's power kicks in to morph the floor, forming new hills and dips. Your eyebrows will hit the ceiling in shock when you first see the enormous 3D bosses that stomp onto your DS screen, and you'll feel a new sense of satisfaction when you overcome giant obstacles that simply weren't possible back in the old days.

DUAL SCREEN

▼ Bowser is back and doing battle just like in the classics. Three guesses how you defeat him.

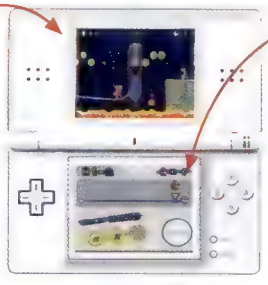
▲ The touch screen displays how far through the level you are and which power ups you have

Mario's more acrobatic abilities enhance the traditional 2D gameplay. His ground pound returns, allowing him to smash bricks beneath him, along with the familiar triple jump that has him doing three consecutive jumps for extra height. Best of all is the wall jump, where Mario kicks back off vertical surfaces to gain extra height or bounce between two walls.

You'll also see Mario tip-toe over tightropes *Mario Sunshine*-style, with the ropes bending convincingly under his weight; he can bounce off springs that send him twirling through the air with his arms out like a helicopter as seen in *Mario 64*; the blue climbable fences have returned, complete with the rotating sections that Mario can bash to flip the other way; he can swing from ropes with physics that are far superior to the old games, forcing players to

CONTROLS

Top screen This is where the majority of Mario's adventuring takes place. And trust us, you won't stop staring.



Bottom screen Details of your progress through the levels sit down here, as well as the spare item that you simply touch when you want to use it

Land Of The Giants

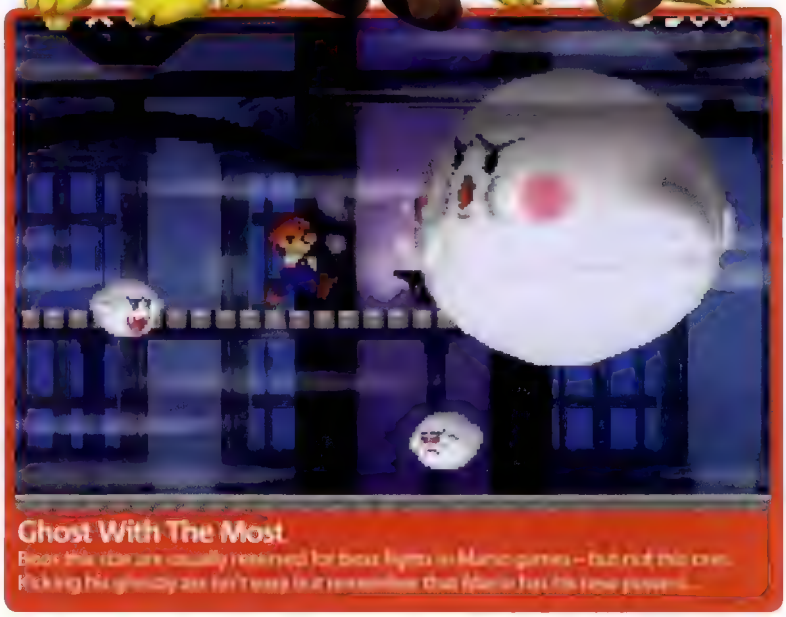
Enormous enemies who mean business

Super-Size Sea

Check this big mother. This enormous beast masters his way onto your screen with no remorse. He's evil. Anyone else's puppy would have to run away at this point.

Miles Of Mario

The enemies aren't the only characters who can super-size. Grab a giant mushroom and Mario becomes Mega Mario, who can stomp through levels smashing everything in sight.



Ghost With The Most

Boos like these are usually reserved for boss fights in Mario games – but not this one. Kicking his ghostly arse isn't easy as it resembles that Mario fun of his new powers.

time their jump perfectly to carry the right amount of momentum to the next platform.

Biggie Smalls

But that's not all that the new Mario can do. He's been graced with new super powers and using them for the first time is a treat. For us, discovering the fantastic Shell Mario was a moment of glory. What a dude – he wears a blue shell just like a Koopa does. Hold the dash button to run fast and Mario tucks in his head and limbs and shoots along the floor just like a kicked Shell, battering through any creature that gets in his way.

Then there's Mega Mario. Mario grabs a giant mushroom and transforms into a huge Mario, almost as tall as the screen. For ten or so seconds he can stomp along smashing pipes, bricks, platforms and any enemies in his way – it's so satisfying. A Mega Meter measures the damage you cause and awards you with extra lives at the end of your destructive run.

This isn't the only aspect to add bags of replay value to the game. Every world has numerous secret levels that offer alternative routes to the final castle. Some of these secret stages are accessed by finding second exits, but other stages can only be accessed by paying a certain number of special Star Coins to unlock gates on the map screen. There are three Star Coins in every level, often hidden in places that'll take you ages to find.

The mini-game mode is back, with all of the games from *Super Mario 64 DS* and a decent handful of new ones as well. Split into categories, these mini-games are diverting but if you've got *Super Mario 64 DS* they won't hold your attention for long.

Just One More Go...

Also similar to *Super Mario 64 DS* is a multiplayer mode that has players racing through 2D levels to collect Stars within a time limit. This is far more fun than its three-dimensional counterpart because Mario's super powers, including Mega Mario, have been thrown in to spice up the action. And don't worry if you only have one cartridge because although the selection of levels is smaller you still get six great levels playing in single-cart mode.

Put this all together and you have one of the most awesome games money can buy. This is Mario as he should be. It's endlessly addictive with as much of that one-more-go appeal as Mario's old-time classics. When you die it will frustrate you but you'll immediately have another go because you won't let that tricky chasm or cunningly placed Koopa beat you. That's the Mario effect and it will never get old. It defines Nintendo. It defines games. Buy this title now. ✚

Nintendo Verdict

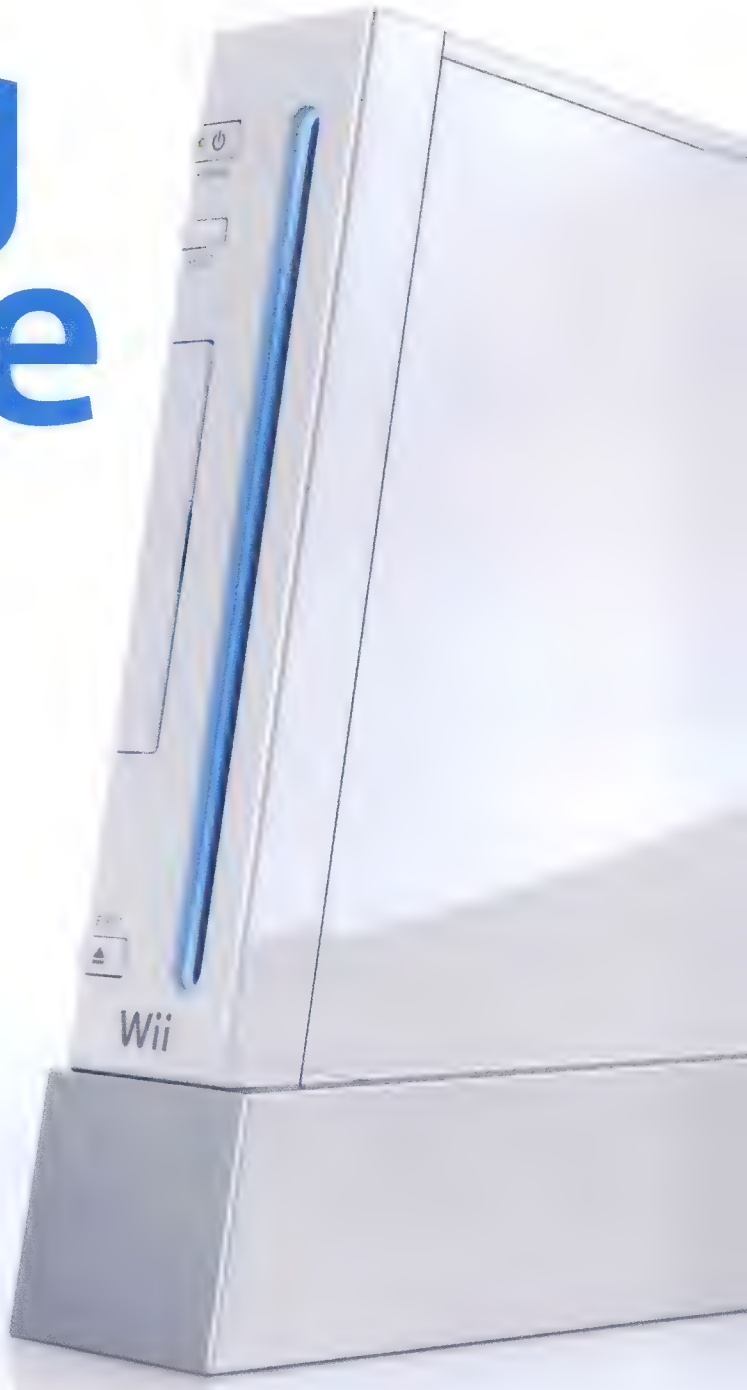
THE OFFICIAL MAGAZINE

- Classic-style Mario finally returns
- Almost perfect platforming
- Fantastic 2D/3D visuals
- Superb sounds and music
- Best game on the DS

It perfectly recaptures and enhances the old formula that made Nintendo great.

96%

Getting Online



You might not think that having your Wii online is an important part of owning Nintendo's latest console, but you'd be wrong – there are loads of reasons to have your Wii connected, and not doing so means you'll miss out on a great deal of things. Of course, the technical side of getting online often scares people off but thankfully, the Wii is incredibly user-friendly and no matter which method you use to connect, the process is very quick and easy. To make things even simpler though, we've put together all you'll need over the next few pages and soon you'll know exactly how to:

- Know what you need to **get your Wii online**
- Understand why your Wii should be **online-enabled**
- Get your Wii online, the **generic wireless router** way
- Get your Wii online, the **Nintendo Wi-Fi USB Connector** way
- Get your Wii online, the **Nintendo Wii LAN Adapter** way
- Discover the best games to **play online** with your friends

The Recipe For Success

Actually connecting your Wii to Nintendo's online services is a relatively painless experience, but you'll need to make sure you've got a combination of the following elements before you can even start:

A) A Nintendo Wii console

Pretty obvious, when you think about it.

B) A high-speed broadband connection

It doesn't matter whether you're signed up to a provider that uses high-speed cable broadband, or one that uses the more traditional but slightly slower ADSL (Asymmetric Digital Subscriber Line) broadband or even the popular ADSL2+. What does matter, however, is that you're on a broadband connection and not a dial-up one. A simple test to see which you're on is to try using your phone while you're connected to the internet – if your phone is out of use, you're on dial-up.

C) One of the following pieces of online-connected equipment

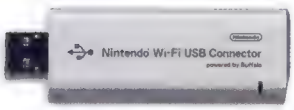
i) A wireless router

ii) A wired broadband modem or router

In most cases, you'll have one of these hooked up to your family computer to allow access to the internet and, as such, won't need to worry about making it work with your broadband connection. However, it's not obligatory to own a PC/Mac when using any of the above to get other connectable devices online – providing you've got your router/modem of choice plugged into the mains for power (if applicable) and connected to your phone/cable socket via an Ethernet cable, you'll be fine.

iii) A Nintendo Wi-Fi USB Connector

Unlike the three pieces of hardware above, the Nintendo Wi-Fi USB Connector requires you to have a PC before you can make it work – sadly, the Nintendo Wi-Fi USB Connector isn't compatible with Apple Macintosh computers. The installation process is really simple though and can be found over on page 83. You should be able to find one from most gaming shops.



D) A Nintendo Wii LAN Adapter

Only applicable if you're using a wired broadband modem or router as opposed to a wireless one. Unfortunately these are rather hard to find in regular electronic stores, although you'll be able to pick one up if you check any of the major gaming retailers.

Reasons To Go Online

If you're not connected, you'll miss out on all this...

Online Gaming

The library of Wii games that you can play online is growing on a monthly basis and right now, there are some great titles on there – for more information, check out page 84.

Virtual Console

Being able to download and play great games across a variety of classic formats from the last two decades is a big part of the Wii's appeal – for more info on how to download classic titles from the Wii Shop, head to 'Wii Channels' on page 102.

WiiConnect24

Nintendo regularly uses its own Wi-Fi service to send out software updates, important messages and even special game-related gifts to connected Wii users – make sure you set up your account in the Wii Options menu.

Surfing The Internet

If you don't have a computer, you can use your Wii to browse the internet instead by downloading the optional Internet Channel from the Wii Shop – check out page 102 to see how.

WiiWare

Or, to be more descriptive, games developed specifically for the Wii and then released cheaply for download through the Wii Shop Channel. There are some real corkers too – see page 102 for more details.

The Nintendo Channel

Available for free from the Wii Shop, Nintendo's own Wii channel offers up to the minute news, videos and other details about the latest Wii and DS games – you can read more about it in 'Wii Channels' on page 102.

Friend Messaging

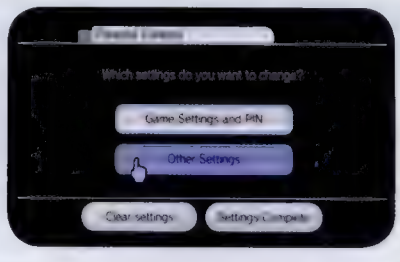
Who needs expensive phone calls or text messages when you can send your friends pictures and letters through your Wii's Message Board? It's incredibly easy to do, so check out page 102 to see how.

DS Game Demos

If you download the Nintendo Channel for your Wii, you can then use it to transfer demos of DS games straight to your handheld and play them for nothing! See 'Wii Channels' on page 96 for more details.

Parental Controls

No matter which method you use to get online, Wii owners with younger family members may wish to activate the Wii's Parental Controls once you've finished the connection process – you'll find these on the second page of the Wii System Settings menu. These allows you to not only restrict the types of games played on your Wii, but also control Message Board, WiiConnect24, Wii Shop and Internet Channel usage to ensure young eyes aren't exposed to inappropriate materials.



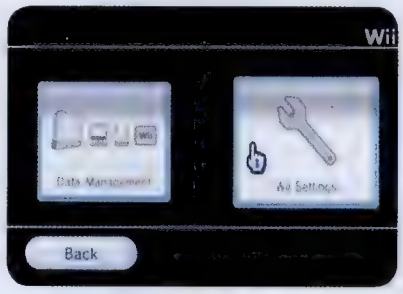
Method 1: Using A Wireless Router

Of course, there are many different broadband service providers out there and as such, it's likely that most of you will have a broadband routers made by many varied manufacturers such as D-Link or Netgear. Nintendo itself recommends Buffalo routers and has included Buffalo's patented AOSS technology into the Wii, which we've explained below. So long as you've got a wireless router hooked up to your broadband connection though – whether through a PC or not – getting your Wii online is incredibly easy...

Step 1

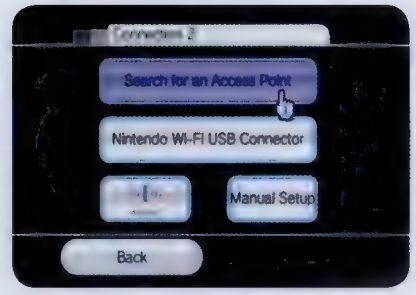
Ensure that your wireless router is turned on and connected to your broadband connection successfully. Use your router's manual to check this; you should be able to tell from the lights/indicators on it. If you have your router connected to a PC, this DOESN'T mean your PC has to be on and connected to the internet – just the router has to be active.

Step 2



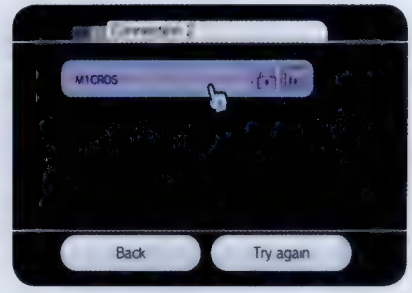
Turn on your Wii and click the round Wii button to reach the Options menu. From here, choose Wii Settings (the spanner button on the right), then shuffle to Wii System Settings 2 by pressing the + button and choose the third option down marked Internet.

Step 3



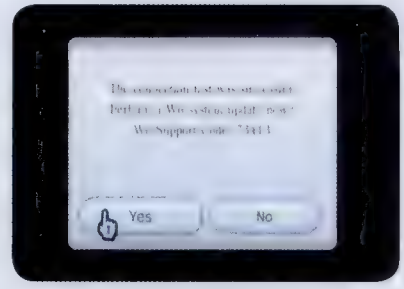
Click Connection Settings at the top of the menu and then choose one of the three blank connections. As you've got a wireless router, you'll want to hit the Wireless Connection button - after that, choose Search For An Access Point to have the Wii do a scan for any local wireless signals.

Step 4



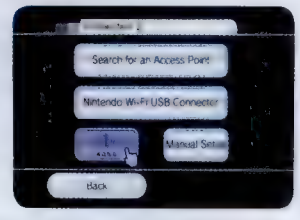
Once the scan is complete, pick the name from the list that represents your wireless router (check the router's manual for details on how to change the profile name of your router). If your router has security settings enabled, you'll be asked to enter the password required to unlock it – if you're unsure what this password is, check your router's manual for details on security settings.

Step 5



After you've confirmed all these details, the Wii will initiate a connection test to see if everything is working fine (you'll be warned of any problems ahead of time). It'll then recommend a system update scan to check for any software updates – if one exists, it'll automatically download and install it. Finally, you'll be briefly asked to set up your Wii Shop account which simply requires you to follow the on screen prompts and then you're ready to go!

The AOSS Way



If you've got a Buffalo-branded wireless router, connecting your Wii is even easier thanks to Buffalo's AOSS (AirStation One-Touch Secure System) technology. Simply follow the above steps to Step 3 until you reach the Search For An Access Point stage; instead, just press the AOSS button on your router and then the AOSS option on the Wii's Internet menu screen. After a brief pause, you're done! We said it was easy...

Method 2: Using The Nintendo Wi-Fi USB Connector

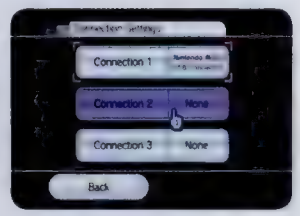
If you own a PC but aren't lucky enough to have a wireless router, then Nintendo has the answer in the form of the Nintendo Wi-Fi USB Connector. This handy gizmo plugs straight into one of your PC's USB slots and provides an immediate and secure wireless signal that your Wii can use to get online. And not surprisingly, it's incredibly easy to set up!

Step 1

Turn on your PC and put the CD that came with your Nintendo Wi-Fi USB Connector into your CD drive. Follow the instructions on-screen, only plugging your Nintendo Wi-Fi USB Connector into one of your PC's USB ports when the installation software tells you to do so, not before.

Step 2

Turn on your Wii and click the round Wii button to reach the Options menu. From here, choose Wii Settings (the spanner button on the right), then shuffle to Wii System Settings 2 by pressing the + button and choose the third option down marked Internet.



Step 3

Click Connection Settings and then choose one of the three blank connections. Select the Wireless Connection option, then hit Nintendo Wi-Fi USB Connector. Hit the Next option at the bottom immediately to have your Wii attempt a connection with your PC.

Step 4

If successful, you'll see a listing appear on the Wi-Fi registration tool on your PC showing your Wii's name and a question mark. Click on this and choose 'Approve Access' to complete the connection. Your Wii will then perform usual connection and firmware checks. And that's it!

Method 3: Using The Nintendo LAN Adapter

If you've already got a wired modem or router and don't want to splash out on wireless equipment, you should invest in a Nintendo LAN Adapter. This provides a wired link to your current set-up and although it means your Wii has to be in close proximity to your wired kit, you'll have an online connection in no time!

Step 1

Ensuring your router is turned on and connected to your broadband connection successfully, plug the Nintendo LAN Adapter into one of the USB ports on the back of your Wii and then connect the adapter to the back of your wired modem/router using an Ethernet cable (sold separately).

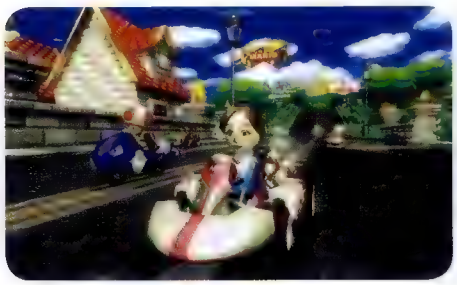
Step 2

Turn on your Wii and click the round Wii button in the bottom left corner of the main Wii Channel menu to reach the Options menu. From here, choose Wii Settings (the spanner button on the right), then shuffle to Wii System Settings 2 by pressing the + button and choose the third option, Internet.

Step 3

Click Connection Settings at the top of the menu and then choose one of the three blank connections. Ensure you select the Wired Connection option – your Wii will perform a brief connection test to check everything's okay, then do the usual firmware update check. And you're done!

Play To Win The best Wii games to be played online



Mario Kart Wii
Without a doubt the greatest online Wii game so far. Offering not just 12-player online races using both karts and bikes but also regular weekly tournaments to take part in, there's really no excuse not to own this awesome game

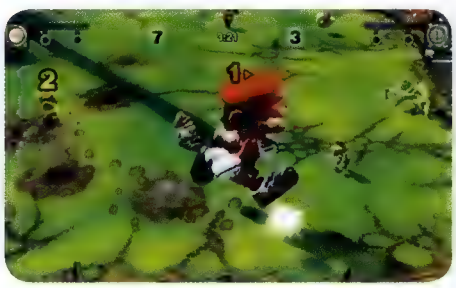
Battalion Wars 2
If it's strategic warfare and plenty of big explosions you're after, then Battalion Wars 2 should be right up your street – it's basically real-time strategy without all the boring bits and offers great competitive gameplay for two people online.

Dragon Ball Z: Budokai Tenkaichi 3
Beat-'em-ups on the Wii are fairly few and far between, but Dragon Ball Z's combination of crazy characters, insane special effects and solid fist-on-fact action is great fun, particularly once you take the game online for some global brawling.

Super Smash Bros. Brawl
As the most lovingly created tribute to Nintendo we've ever seen, Super Smash Bros. Brawl is something special anyway. Throw in a comprehensive online battling mode though and it immediately ranks up there as a true Wi-Fi great on Wii.

Animal Crossing: Let's Go to the City
Step into another world with *Animal Crossing: Let's Go to the City*, where days and seasons pass in real time; connect with friends via the Nintendo Wi-Fi connection and use the Wii Speak accessory to talk to friends anywhere around the world.

Pro Evolution Soccer 2008
With its revolutionary controls and realistic gameplay, PES has proven popular on the Wii – go online, however, and you'll find a whole new world of people to score against. Be warned though, there are some great players out there...



Mario Strikers Charged Football
Who needs realistic sport when you've got Mario? Pushing aside the more traditional rules of football, Mario Strikers Charged allows up to four people to play together online with all the goal scoring and power-up blasting action you'd expect... hurrah!

Guitar Hero 3: Legends Of Rock
Rocking alone on Activision's guitar-tastic rhythm action game is fine, but rocking with a friend is even better. With a variety of competitive modes and even the option to play co-operatively as lead and bass guitar, this is truly brilliant.

The EA Sports Range
EA's latest range of 2009 sports titles – FIFA, Madden NFL and Tiger Woods PGA Tour – are all playable against your friends online; combined with their highly-accessible All Play control schemes, they're ideal for all the family to enjoy.

And The Rest...
It's not just about online multiplayer, you know

Boom Blox
Once you've created your own levels with the in-game stage editor, you can share them online with people on your Wii Friend list to expand their playable level selection.

Mario & Sonic At The Olympic Games
World records aren't really what they seem unless you share them with the world, so the online score boards here are a real godsent.

Metroid Prime 3: Corruption
Green Friend tokens can be collected during Samus's adventure and then shared online to help you unlock some bonus content.

Anyone can play!

Just touch and go.

Nintendo's Touch Generations games allow you to have an engaging interaction with games that promote production over destruction, contemplation over domination. No complex instructions. No steep learning curves. Play a little. Play a lot. It's up to you.

Touch! Generations

General

PG Gambling references

NINTENDO DS.

nintendo.com.au touchgenerations.nintendo.com.au

Certain new game elements developed by Nintendo, and any characters, sounds and video games originally owned by Nintendo © 2008 Nintendo © 2006 HUDSON SOFT © 2006 nikoli. Published by Nintendo. TM, ® and Nintendo DS logo are trademarks of Nintendo.

We look at the thrilling possibilities of Nintendo's new MotionPlus adapter

When the Wii first [illegible] motion sensing technology **wowed the word. By translating** your action [illegible] equivalent results on the screen, Nintendo opened the doorway to gaming for millions.

As the months passed though, the initial technology shock subsided. We realised that maybe the technology inside the Remote wasn't quite as sensitive as we'd like. You can't actually pull off precise shots in *Wii Sports* tennis and there still isn't a proper sword fighting or light saber game that reflects your input exactly.

While the Wii Remote is perfectly adequate for most types of game, wouldn't it be great to have a way of making it more precise for the few genres that need it? Step in the MotionPlus adapter, a small extension to the Wii Remote that gives us just that.

What Is It Exactly?

The MotionPlus plugs into the end of your Wii Remote, making it a few centimetres longer and a few grams heavier. The technology inside it belies its size – it allows the Wii Remote to read and translate true 1:1 motion. In plain English, everything you do will be read 100% accurately.

"What exciting new games can we hope to see now that the Wii MotionPlus technology is in place? Let us explain..."

POETRY IN MOTION

[redacted]on control; in fact, most of them don't. This is why it's not an essential addition for all Wii owners and this is why Nintendo doesn't need to send it out to everyone. Instead the MotionPlus is going to be packed in with *Wii Sports Resort* (a game that uses it to great effect) when it launches in Spring.

But What Does It Do?

Imagine you're holding a baseball bat in *Wii Sports*. Previously the Wii Remote would read your swing and then perform a standard swing in the game. Now, however, every tiny little movement you make will be translated on screen, making things that much more realistic.

In *Zelda: Twilight Princess* and *Star Wars: The Force Unleashed* your motions are read and then one of a handful of actions are seen on screen. The Wii Remote reads 'swing up' and then performs a certain move in the game. MotionPlus allows you to have 100% control, the validity of which has been proven with the recent demos of *Wii Sports Resort*.

The big question is though, other than the *Wii Sports* sequel, what exciting new games can we expect to see now that this technology is in place? That's what this little feature is all about. Enjoy the ideas we've come up with and feel free to send a few of your own in to the address on page 5. New games can't come soon enough!

Pilotwings

Controlling a jet pack has never been so intense!

We've always said that we'd love to see a Wii Pilotwings game, and since Wii MotionPlus was announced we've been coming up with all the different ways it could work. If we had it our way, each vehicle would be controlled in a different manner. Planes would be controlled by holding the Remote like a paper aeroplane. You would be able to tilt the Remote up and down to make the plane rise and fall, and a sort of tilty and rolls would make the plane turn in virtually any direction. Something as complicated as that would be very tricky to do on the Remote, but with MotionPlus it could be a lot easier. We'd also like to see the RocketBelt being controlled with the Remote held straight up as if it were a joystick. With the heightened sensitivity of Wii MotionPlus it would almost act like an analogue stick, and the A and B buttons would act as two different strengths of boost. It'd really make you feel like you were controlling a jet pack, and an optional first-person viewpoint would help even more.

Darts

Now you can get REALLY good!

For decades developers have been trying to come up with a decent control method to properly provide the experience of playing darts in a videogame. Ultimately though, the problem is that moving a stylus about with a stylus isn't a good enough substitute.

Nintendo came close with the flicking motion darts game in *Clubhouse Games* on the DS and Sega's *Touch Darts* was similar, but nothing has really managed to properly nail the traditional 'throwing' method yet. This year's PDC World *Championship Darts* tried it but failed; the control system was awful.

Finally, however, with Wii MotionPlus, we're sure that someone will be able to crack it, since simply holding the Remote like a dart and making a throwing motion would theoretically be possible, and instead of combining the pointer and accelerometer to try and figure out how you're throwing the dart, it would simply read your movement, angle and speed perfectly. Let's see if happen please.

"Something as complicated as controlling a jet pack would be tricky with the Remote, **but with Wii MotionPlus it could be so much easier**"

Puzzle Adventures

You'll need a steady hand to get through these trials

Imagine the scene. You're standing next to a river with a bucket. Standing next to you is a six-foot tall glass tube fixed to the ground with a key lying at the bottom of it. You need the key to get to the next area. So you grab your bucket and the Wii MotionPlus controller. You move it over to the river and turn it sideways, then quickly make a scooping motion to the side to gather water in the bucket. You then move the bucket over to the tube and turn it to pour the water into it. After doing this a couple of times the tube overflows with water and the key, which has floated to the top, spills onto the ground next to you. A puzzle that could be done in any other game, but one made much more interesting and immersive thanks to the control system.

Trauma Center

Their lives are in your hands

The Wii version of *Trauma Center* is a great game, but when all's said and done, all you're really doing is pointing at the screen and shooting things. It could be done on a PC with a mouse. A Wii MotionPlus version would give much needed depth to the game, and we mean that literally. Instead of just pointing at things, you'd be able to move your tools around inside the body in a 3D space. You know the section where you grab pieces of glass and slide them out? This time you'd be properly grabbing them and actually lifting them out of the body instead of just pointing at them and moving the pointer sideways.

Boxing

Get ready for a REAL workout

Another game we'd love to see on the Wii, *Punch-Out!!* would work fantastically, with the right hand at least. What about the other hand though? Surely the Nunchuk would seemingly limit the punches you could throw? Allow us to put a crazy idea in your head. How about playing with two Remotes, each with a Wii MotionPlus attachment? Boxing never needs more than two players, so each could use two Remotes without messing with the Wii's 'four Remotes at a time' design.

So you've got your two Remotes, each with full Wii MotionPlus control. How about a Balance Board for leaning left and right? Those would have to be single-player only though, since the Balance Board counts as a controller... besides, how many households have two of them?

Strike A Pose!

Opening the door for all manner of dancing games

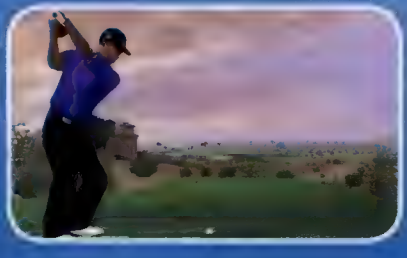
We've already had a look at *We Cheer*, a game that sees you performing various dance moves with the Remote and Nunchuk in order to act like a cheerleader. However, this doesn't offer the sort of accuracy that the Wii MotionPlus would. Once again, you could use two Remotes to give the same treatment to each hand, and would have to follow the dance moves as shown on the screen. The tracking abilities of Wii MotionPlus would mean that not only could the game tell if the Remotes are pointing in the right way, but also whether your arms are properly moving up or down or if your wrists are doing what they're supposed to. The *Saturday Night Fever* dance routine will never have been so accurately portrayed in a game.

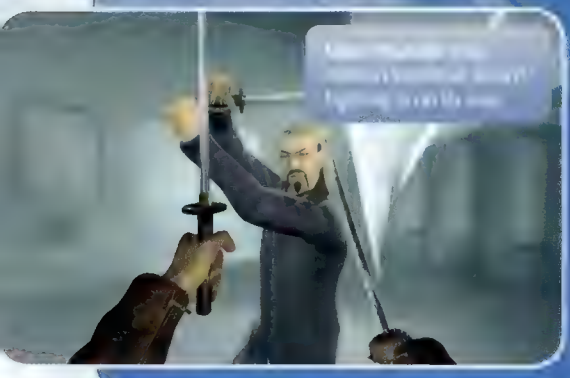
"John Travolta's Saturday Night Fever dance routine will never have been so accurately portrayed in a game"

Other Sports

Translating real skill into results

The added accuracy of Wii MotionPlus would greatly improve a lot of different sports games. The control problems with games like the *Tiger Woods PGA Golf* series would finally be dealt with. We've hated past *Tiger Woods* games because they simply couldn't tell how straight your shot was. Often we'd be told we'd hooked or sliced the ball when we'd in fact swung perfectly straight. Wii MotionPlus would track the exact swing of the Remote, meaning that we'd finally have no excuse when the ball ends up in the bunker for the third consecutive time in a row.





Look! Two Hands!

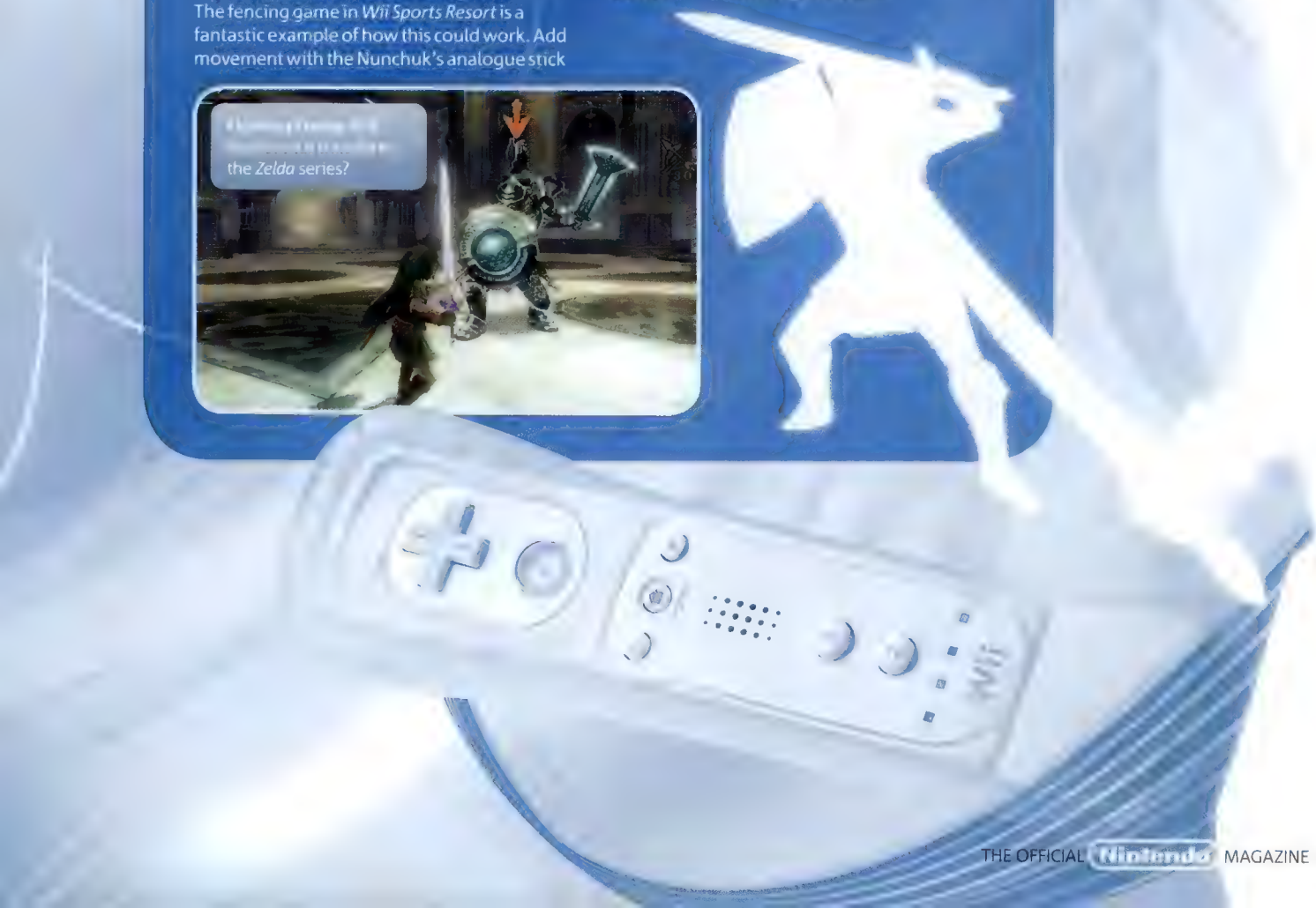
Dual wield weapons for an extra challenge

As we've stated before, sword fighting is the first obvious use that springs to mind when thinking about the Wii MotionPlus. But since we've been talking on this page about the possibilities of using two Remotes, what could be better than using a sword? How about using two swords? Imagine a game like Red Steel or a lightsaber game where you get to wield two blades at once. You could block with one while attacking with the other, or force the opponent to block a left slash while you plunge your right sword into their chest. Sword fights would be awesome with Wii MotionPlus, but dual-wielding would be even sweeter. Hopefully *Red Steel 2* will lead the way.

The Legend Of Zelda

Proper sword fighting in the next Zelda game

Shigeru Miyamoto recently stated that the *Zelda* development team is currently working on a new game, so naturally we'd love to see them making use of Wii MotionPlus. Of course, the main aspect of the game that simply has to have Wii MotionPlus control is sword fighting. It'd be nice if the main game stuck to the normal *Zelda* gameplay, but for some battles you can switch to a first-person perspective, giving you full control over where Link swings his sword. The fencing game in *Wii Sports Resort* is a fantastic example of how this could work. Add movement with the Nunchuk's analogue stick

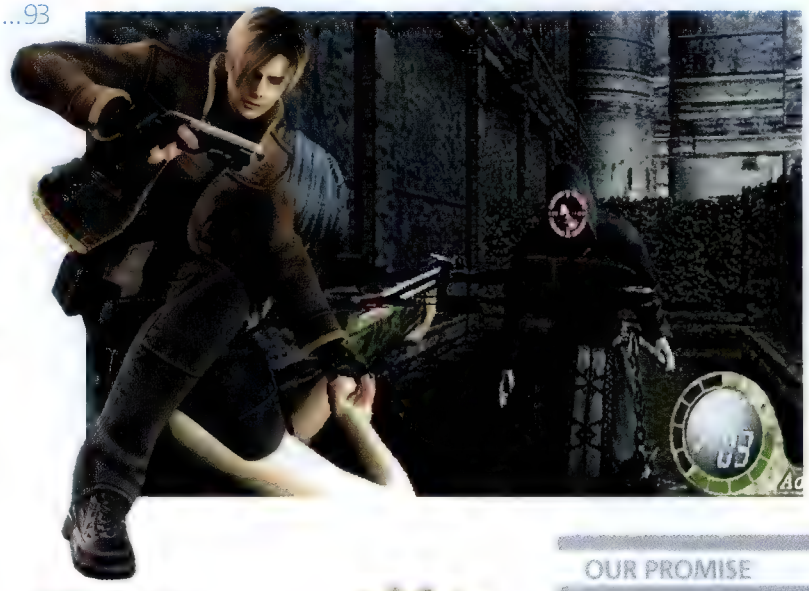


The Best Wii Game Reviews

THE OFFICIAL MAGAZINE
Nintendo®
AUSTRALIA & NEW ZEALAND

Action Games

- Star Wars: The Force Unleashed 93
- Metroid Prime 3: Corruption . 94
- Call Of Duty 3 96
- LEGO Star Wars: TCS..... 97
- Resident Evil 4: Wii Edition 98
- No More Heroes 99
- Super Smash Bros Brawl 100



The Evil That Men Do Scare easily? You might want to give *Resident Evil 4* a miss then. It's terrifying!

Our ratings explained

0-19% Unplayable
A bad idea poorly implemented. Forget it, move on.

20-49% Poor
Restricted fun swimming in a sea of mediocrity.

50-69% Average
Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

70-84% Good
If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

85-89% Excellent
A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

90+% The Gold Award
You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.

GOLD AWARD Nintendo

OUR PROMISE

It's Electric! Just one of the rather impressive Force tricks you've got up your sleeve.

Wii

Star Wars: The Force Unleashed

Is it a force to be reckoned with?

Publisher Activision Developer 1-2

Nintendo gamers have generally been luckier than others when it comes to *Star Wars* games. From the original *Star Wars* on the NES, to the GameCube's excellent *Rogue Squadron* games, the movies have been well-represented on the various Nintendo systems over the years. However, *LEGO* titles aside, there hasn't been a decent 'serious' *Star Wars* game for a number of years. Does *The Force Unleashed* change this? It does, actually, but only to a certain extent.

The game is set between *Episode III* and *Episode IV* in the movie saga and acts as a bridge of sorts between the old and new trilogy. You play as Starkiller, a secret apprentice to Darth Vader, and the majority of the game's first half sees you being sent off to various different planets and killing the last of the remaining Jedi.

When you strip it down to its most simple elements, the control system is as follows: the Remote represents the apprentice's lightsaber, while the Nunchuk controls all of his various Force-related powers. This simple setup makes basic moves pretty straightforward, and it doesn't take a brain surgeon to figure out that swinging the Remote makes the apprentice swing his lightsaber.

Almost as enjoyable are the Force controls on the Nunchuk. A simple flick of the Remote lets you activate Force Push, which sends your opponents flying, but far more satisfying is holding the Z button to pick up enemies and objects with the Force, moving them around with the analogue stick, then letting go of Z to fling them around.

Better Sith Than Sorry

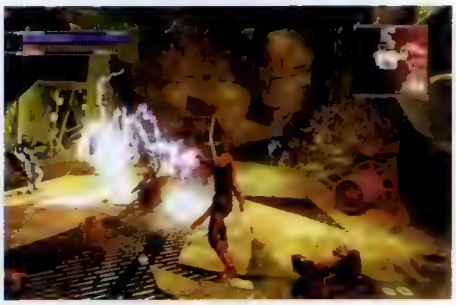
Unfortunately, this is where our problems with the game begin to surface. At times it gives you too much power, and it eventually gets to the stage where the game no longer becomes a challenge. This is made worse when you realise that dying has effectively no impact on your progress through the game. If you die, you simply respawn at the last checkpoint and all the enemies you killed remain dead.

What disappointed us more was what happened about six hours into the game: it ended. Regardless of how enjoyable a game is, watching its end credits then going to your game save and seeing '5:56' next to it as we did is a deflating experience, especially if you spent $70 on those six hours.

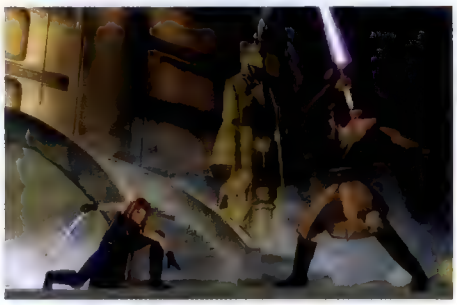
Admittedly, the game's lifespan is increased slightly with the enjoyable Wii-only Duel mode, which sees you picking your favourite character and scrapping it out with a mate. *The Force Unleashed* was primarily intended as a single-player experience though and in that respect it's superb while it lasts, but ultimately it's heartbreakingly short. ✚

CONTROLS
Nunchuk
Acts as your Force power. You can hold Z to pick up enemies and items, or hold C to zap them with lightning. Flicking the Remote activates a Force Push
Remote
Acts as your lightsaber. The game registers downward, upward, left and right swings, which can be combined to perform combinations.
Wii

Turning Point Some of the larger battles have moments where you have to turn the Remote.



Zzzzotttt! The apprentice wields some truly awesome powers. Eat this, rebel alliance!



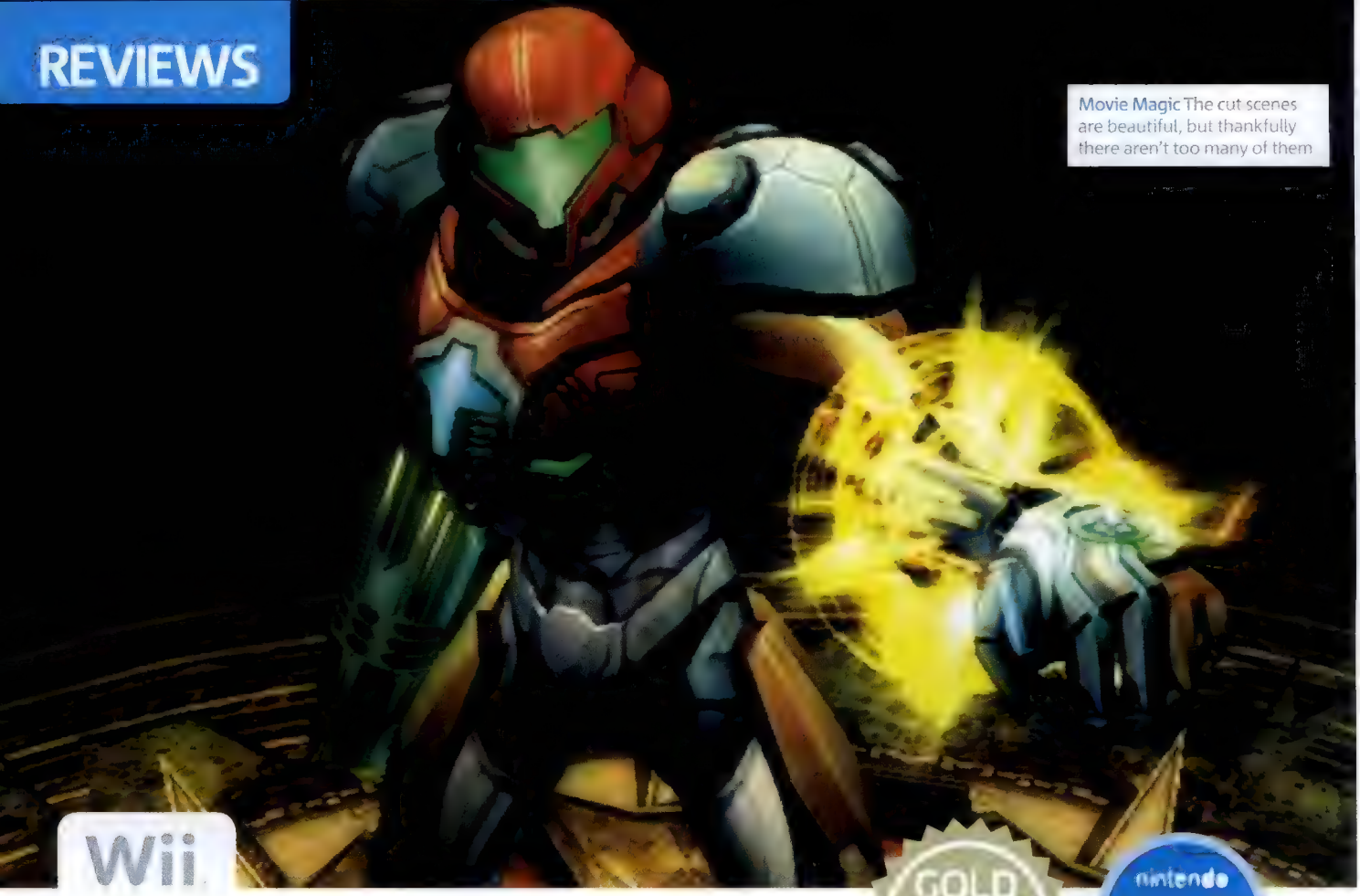
Sabres On A Plane Duel mode lets you fight as Jedi like Mace 'Samuel L Jackson' Windu.

Nintendo Verdict
THE OFFICIAL MAGAZINE

- Controls are fantastic
- Great variety of moves
- Fantastic presentation
- Duel mode's a nice addition
- Far, far too short

With a bit more to it we'd have no issues giving this a Gold Award. As it is, it's great fun but far too short.

82%



Movie Magic The cut scenes are beautiful, but thankfully there aren't too many of them

Wii

GOLD AWARD Nintendo

nintendo Wi-Fi connection

Metroid Prime Corruption 3

Samus shows the Wii what real girl power is all about

Publisher Nintendo Multiplayer No

This is the third and final chapter in the *Prime* series and what a way to go out. Not only is this one of the best looking Wii games around but it is an utterly absorbing adventure *and* the best first-person shooting experience you'll have on the console. This is essential.

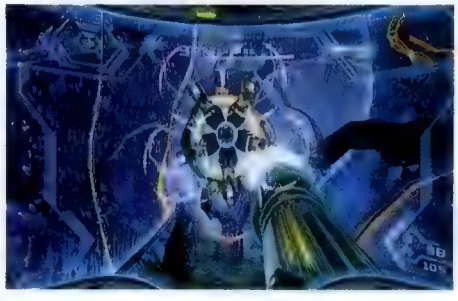
Metroid has been around since the days of the very first Nintendo home console (Nintendo Entertainment System) and after taking a break during the N64 era it moved into the third dimension on GameCube with the *Prime* games. These action-packed adventures introduced us to Samus' arch nemesis Dark Samus. Not content with annihilating entire races, the crazed creature is now sending meteors hurtling towards every planet in the system. And that's where you come in.

Another Girl, Another Planet

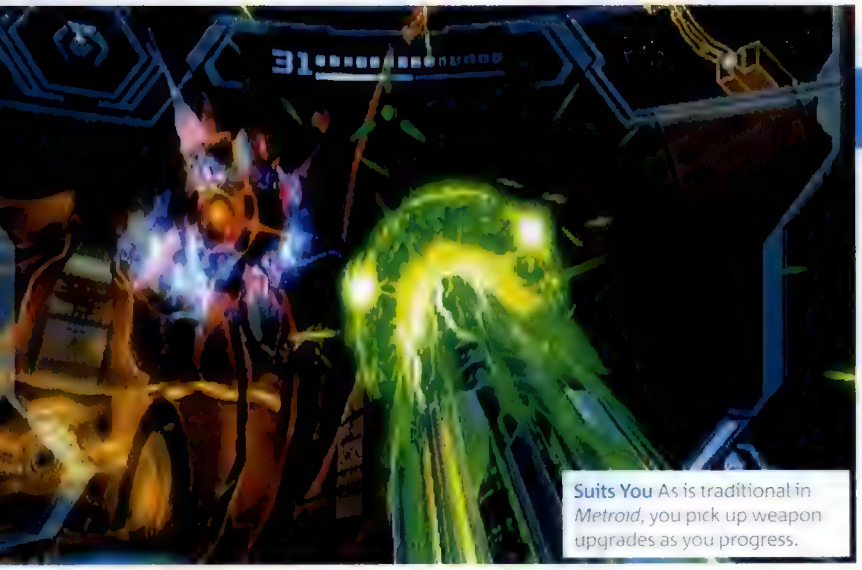
Yet as soon as Samus takes her first step onto the first planet, you must stop and marvel at how beautiful it all looks. It is seriously good looking and not even *The Legend Of Zelda: Twilight Princess* in all its GameCube-upgrade glory can beat it visually. It is perhaps the game that Wii needed when the console launched in 2006 – the one that said to everyone "Look at what I can do!" and stopped some of the poorer sub-PS2 Wii titles of this world from even existing.

And if there's one other thing that *Corruption* proves so incredibly well, it's that first-person shooters can work brilliantly on the Wii. With *Medal Of Honor: Vanguard* failing so badly, *Call Of Duty 3* is the only other game that first-person shooting fans can enjoy on Wii and, even then, *Metroid Prime 3: Corruption* blows it away with some of the most spot-on and tightly honed controls we've seen so far. *Corruption's* smooth handling and pinpoint accuracy just feels... right.

That's not to say that more casual Wii players haven't been accounted for – the more simplistic controls from the last two *Metroid Prime* games are also offered, if you want them – but undoubtedly, *Corruption* is a game aimed at the fans. Yes, *Corruption* is a gamer's game. Moreover, it's the game that those of us who've been loyal to Nintendo since the very beginning have been waiting for. Sure, we can appreciate how the Wii has brought more people into the



Prime Cut *Corruption's* visuals are a significant step up from the other *Prime* games.



Suits You As is traditional in *Metroid*, you pick up weapon upgrades as you progress.

"Corruption is **what the Wii has been crying out for** since we saw the end of Twilight Princess"

Zap Happy Jump his whip, strafe around and then blast him with a stream of plasma.

gaming fold but as fun as these new games are, for some people, there's only so much brain exercising, sport and general mini-game action you can take before you crave something more filling. While *Wii Sports*, *WarioWare: Smooth Moves* and *Big Brain Academy* are the casual hors d'oeuvre, *Corruption* is the gaming equivalent of a 24oz sirloin steak; rich, tasty and dripping with fatty goodness.

Easy Does It?

Retro Studios hasn't overdone it on the hardcore side though. *Corruption* may be a game aimed at fans of the series but it's still more accessible than previous *Prime* titles. Part of this has to do with the controls which, as we've said, are incredibly intuitive – bump them up to Advanced and you'll soon be sprinting down corridors, whirling round to blast a Space Pirate full in the face and then double-jumping over the one behind him to deliver a missile to the back in no time.

However, other elements of the *Prime* series have been tweaked to make them more user-friendly, such as the scanning element (it actually offers rewards, as shown in the 'I'll Vouch For That' panel, but it's now much easier to see what's worth scanning) and also finding the various suit power-ups which, while still challenging, aren't as well hidden as in previous games.

That said though, *Corruption*'s certainly more than a little challenging on a number of levels. For starters, the game comes equipped with three difficulty settings. We'd suggest *Metroid* experts plump for Veteran, although the unlockable Hypermode is more our cup of tea. More crucially though, the puzzle logic has been altered to compensate for the new controls, meaning you'll need to think a little bigger when working things out. A heavier emphasis on single room set-pieces along with the addition of Samus' ship being able to transport objects from point to point or deliver a bombardment of missiles from above changes things, if not that significantly, then certainly for the better when it comes to finding the solution to each problem.

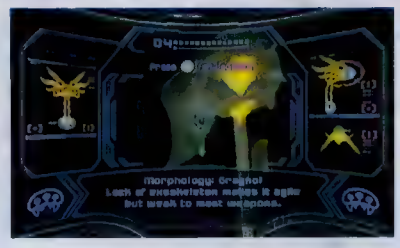
Born Free-Roaming

But even though the game has become a 'true' first-person shooter, the one thing that still stands out is how much of a *Metroid* game *Corruption* really is. Unlike in other shooters like *Call Of Duty* or *Medal Of Honor*, exploration is still the key here. Yet splitting the adventure into planets each with their own unique regions is a masterstroke because it cuts down on all the backtracking while making the game seem that much bigger. And while not as huge as some might hope, it's still big enough; a skilled gamer can expect to be playing for at least 15 hours before the credits roll and the *Prime* series comes to its glorious end.

To go on more about how wonderful *Corruption* is would be to labour the point – fact is, it's what the Wii (and, more specifically, the Nintendo faithful) has been crying out for since we saw the end of *The Legend Of Zelda: Twilight Princess*. There really is nothing else like it and we wonder where Samus will go from here. But that's a question for another day. Just buy it, play it and love it... we did and we know you will too. Just make sure you're not too stingy sharing out those Friend Vouchers, eh?✚

I'LL VOUCH FOR THAT

Earning tokens unlocks bonuses.

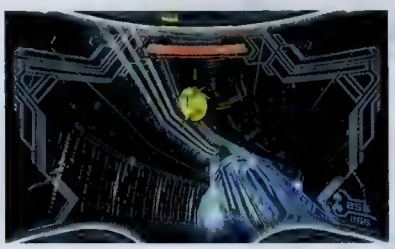


In The Red

The most common tokens are red. You earn one for every creature you scan. Don't forget the bosses, though, as you can only catch them once...

Feeling Blue

Next up are blue tokens, which are gained by scanning important artefacts. Analysing things like Samus' ship are ideal places to start if you want these.

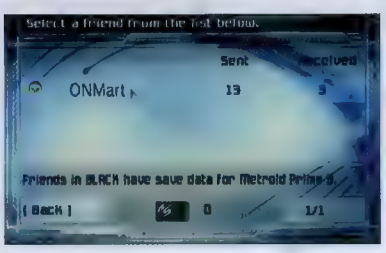


Going For Gold

Gold tokens are more scarce, as you only get them for beating key enemies, such as bosses. The higher the difficulty, the more you'll earn.

Treat 'Em Green

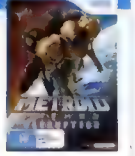
Procure yourself Friend Vouchers by getting kills or finding shortcuts and then give them to all your Metroid Prime-loving buddies over Wi-Fi.



Nintendo Verdict

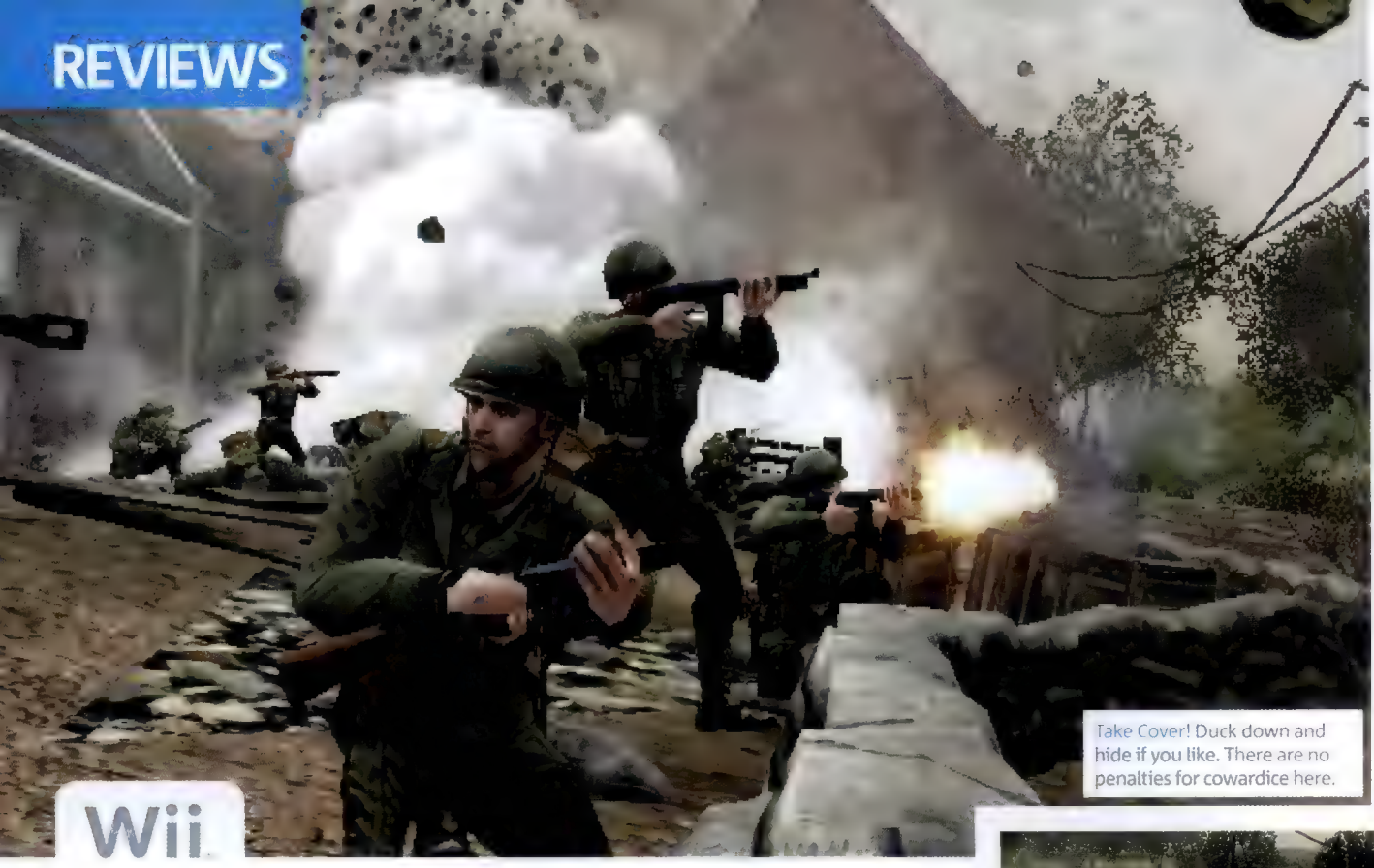
THE OFFICIAL MAGAZINE

- Hugely absorbing
- The controls are spot-on
- Challenging for all players
- Vouchers add replay value
- Loading can be annoying



The trilogy couldn't have gone out on a higher note. An essential purchase.

94%



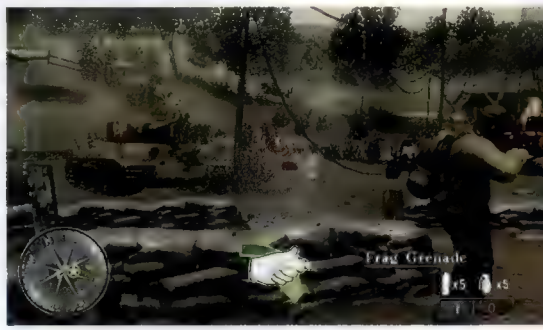
Take Cover! Duck down and hide if you like. There are no penalties for cowardice here.

Wii

Call Of Duty 3

Oh, what a lovely war (except for when it's absolutely terrifying...)

Publisher Activision | Multiplayer No



Duck! Chuck a grenade to see off multiple enemies.

When it comes to the subject of World War II shooters you'll often hear people ludicrously claim that they're just like fighting in a real war. Of course, sitting on a sofa with a mug of cocoa at your side is nothing like being on the frontline, knee-deep in the mud with bullets whistling around your ears, knowing that one hit could mean instant death. In a game you can always switch off.

And yet that's rather difficult to remember when you're dropped into the very first mission of *Call Of Duty 3*. This is the most panic-ridden we've felt in a war (well, a 'war') since being landed on the beaches in the first *Medal Of Honor* game. However, once you'd got over that initial feeling of terror in *Medal Of Honor* you realised that it was all for show – you could hear the bullets but none of them were hitting you, leaving you free to amble up the beach and take the German positions.

Here you can see the flash of gunfire and hear the thud of bullets ripping through your armour, but there's so much going on that you can't see the enemy. Where do you go? Who are you shooting at? How did we survive? Who knows, but it's an absolutely thrilling start to the latest game in the best war series ever and the pace never really lets up.

Shooting Star

After this harrowing intro you're moving with your team through derelict houses and barns, gunning down Germans, taking cover behind tanks as the enemy swarm towards you, shooting from every angle and fighting off Nazi soldiers with your bare hands. And the Remote makes the whole experience better than ever. While holding the controller doesn't exactly make you feel like you're carrying a weighty rifle it does add a certain drama that you can't get from a pad, and it makes you feel more than a little vulnerable when you peer around from your cover and find yourself pointing it at a tank. Which is, of course, exactly how it should be.

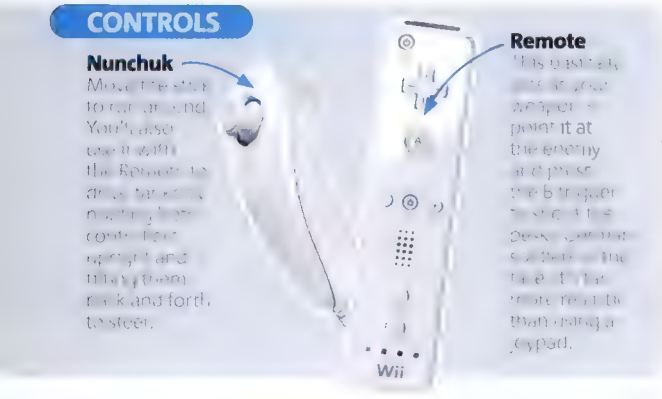
There are also some new action events that make great use of the Remote's motion sensing capabilities. In one scene, for instance, a German grunt will jump on top of you, forcing his rifle down on your neck. On other consoles you just have to press buttons as they appear on screen like you would in, say, a dancing game but on the Wii you grab the Remote and Nunchuk and move them back and forth as if you're trying to wrestle the rifle from his hands. Once you've brushed him off you swipe the Remote to club him in the face with the butt of your weapon. It's brilliant.

If it all just sounds like flashy, big-budget presentation, *Call Of Duty 3* actually has a bit more to it than that. First mission aside, you really have to think about what you're doing, making sure you stick with your team-mates when on the offensive and remembering to stick close to cover so that you can reload. The Germans are canny too, lobbing your own grenades back at you and, for the first time in the series, they'll retreat when under heavy fire and find a better position to take cover.

Shooting Star

With the likes of *Metroid Prime 3: Corruption*, *Red Steel* and *Medal Of Honor Heroes* released since, and *Call Of Duty 5* and *The Conduit* on their way, Wii owners have a fair bit of choice now when it comes to first person shooters. Should this come near the top of your shopping list then? Not quite. What stops this from being an essential shooter is the lack of a multiplayer mode. On other consoles, *COD3* has a fantastic 24-player

CONTROLS



Cannon Fodder The tank sections are great fun and let you unleash real devastation.

Take Aim The action just doesn't let up. You'll need a damp flannel and an aspirin.

"You can see the **flash of guns and hear the thud of bullets** but you can't see the enemy"

online mode, and while we accept that there won't be any online games at Wii launch there could have been a split-screen mode at the very least. The idea of protecting a real friend would have added to the realism.

Still, while the lack of multiplayer options knocks off a few points, as a single-player WWII shooter *Call Of Duty 3* is just about as good as it gets. It's believable, exciting and it looks absolutely fantastic. So while we wouldn't go as far as to claim it's like fighting in a real war (thank goodness), it is every bit as thrilling as the best war movies, only here you're the hero. ✚

Shoot On Sight Trust us, you'll be dispatching a lot of these guys.

Nintendo Verdict

- The scenery is amazing
- Great controls
- The action never lets up
- Decent enemy AI
- There's no multiplayer mode

Still the best WWII shooter around. The Wii controls only serve to enhance the experience. **86%**

Vvvwwaauum The lightsaber add-on for your Remote is coming soon. Maybe.

Wii

LEGO Star Wars: The Complete Saga

Take Activision Vader on your Wii

Publisher Activision **Multiplayer** 1-2

Endless tinkering must be intrinsically linked to anything to do with the *Star Wars* brand. Look at poor old George Lucas. He just can't stop himself nipping into the backroom, whipping out those cans of film and felt-tipping brand new characters and space ships into his movies.

The Traveller's Tales folk seem to have caught a similar affliction, as this fiddled-with, bumper *LEGO Star Wars: The Complete Saga* package shows. All six episodes in the saga are included now, although graphically there's no great improvement over the GameCube versions. No, the improvements come mainly from the new Wii Remote controls and from the simple fact that you're getting all the movies as one continuous experience.

No, there's no standout reason to buy this if you already own the previous two games. But when you see all of that cheeky humour and simple yet addictive gameplay bundled together on one disc, you'll start grinning like a big silly grinning person regardless. If you've never played it before, stick a few marks more onto that score then go and add this to your collection immediately. ✚

Shoot Out Stormtroopers couldn't hit a barn door with a bazooka.

Nintendo Verdict

- All games updated
- Trademark humour
- Wii Remote lightsabers!
- But not as well as we'd like
- Looks like the GC version

The strength of the original titles mean this is a must-buy for any newcomers. **82%**

Boom Boom All the weapons from the PS2 update have made it into this Wii version.

Child's Play Worried that the Wii's all about games for the kids? Well, *RE4* should sort that out.

Aiming High Get your priorities straight, Leon – it's the guy in the sack you want to be worried about.

The Evil Undead Giant bugs, wriggling parasites, men with chainsaws... what happened to the zombies?

Wii

Resident Evil 4: Wii Edition

The greatest zombie shooter ever

Publisher Nintendo **Multiplayer** No

***Resident Evil 4* is a real departure from its predecessors, taking place in Europe, investigating one of Umbrella's** mysterious rivals. This is a very different form of the virus that fans of the series are used to. There are no zombies here – instead there's something far more sinister going on. You take on the role of Leon S Kennedy. Having thrown in his STARS badge he's now working freelance for the government. The president's daughter has been kidnapped and it's Leon's job to find her.

RE4 was originally released on Nintendo's GameCube and months after the game hit the shelves Capcom released a PS2 version which included Separate Ways, a decent sized section that allowed you to play sections of the game as Ada. The PS2 version also boasted extra weapons, bonus outfits and two extra boss fights. *RE4: Wii Edition* has all these extras.

Rock Solid Run! If you're not quick with the Remote, Leon's gonna get well and truly squished.

"One of the **best directed action-adventure games** to grace any console."

The final and most important difference is the controls. It takes everything that made the GameCube version so great and adds precision aiming. General movement remains on the analogue stick but when you aim your weapon you can use the Wii Remote for unrivalled accuracy. It makes the game even more satisfying, as you play around with your enemies.

We enjoyed every second of this, despite having played the GameCube version three times over. It's by far the best version of the game. In fact, the only negative point we can make about the game is that it doesn't have quite the same impact now as it did when it first arrived on the GameCube, but that doesn't matter if you've never played it. Ironically though, it's also one of the most beautiful games on the Wii.

Resident Evil 4: Wii Edition is one of, if not the best directed action-adventure experiences ever to grace any console. You need it in your life. ✚

CONTROLS

Nunchuk

Mostly used to move your character around and control the direction of your combat knife.

Remote

Press and hold B to ready your weapon, it lifts up. Then tap A to shoot and use the Remote to aim with pinpoint accuracy. You can also shake the Remote to start cut scenes.

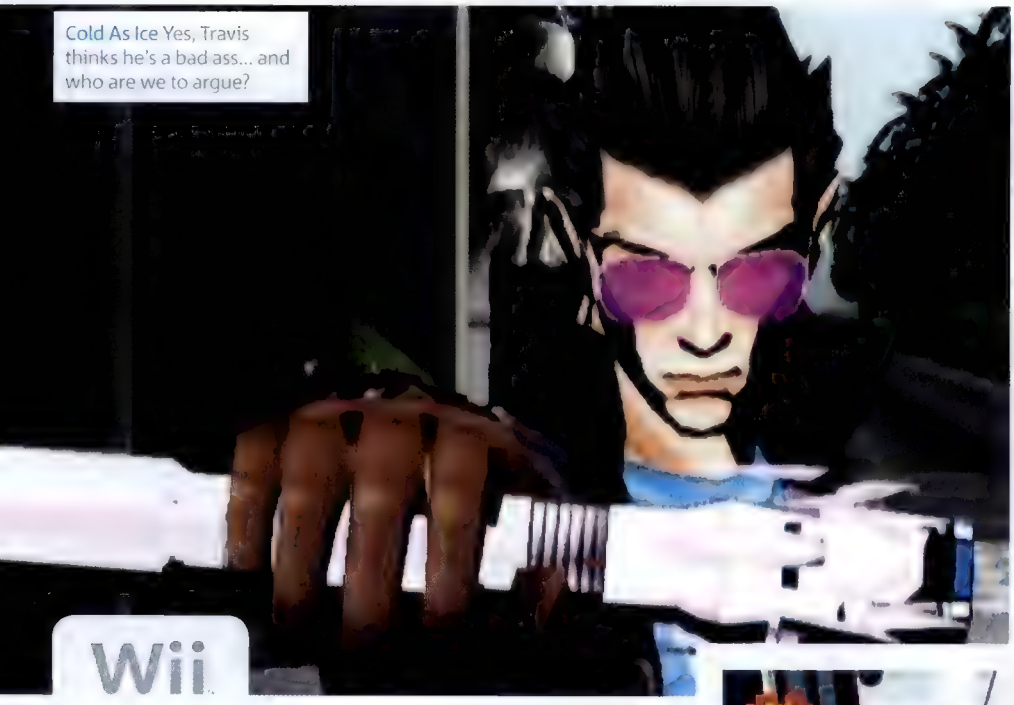
Nintendo Verdict

THE OFFICIAL MAGAZINE

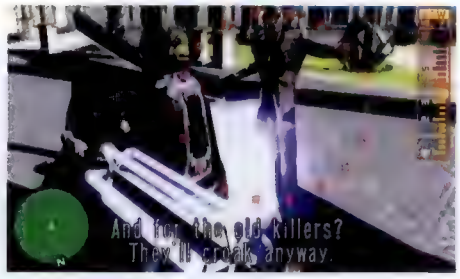
- Stunning presentation
- Sumptuous visuals
- Improved control system
- Decent extra content
- It's a two-year-old game

It was the best game on the GameCube and still holds up today. It will consume you.

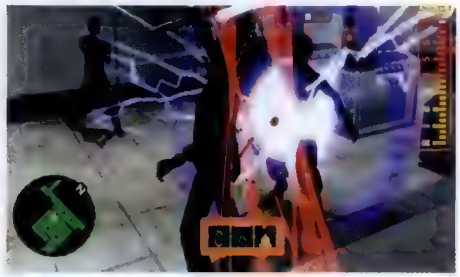
94%



Cold As Ice Yes, Travis thinks he's a bad ass... and who are we to argue?



You What? Believe us, the story makes no sense. Especially the ending. Really.



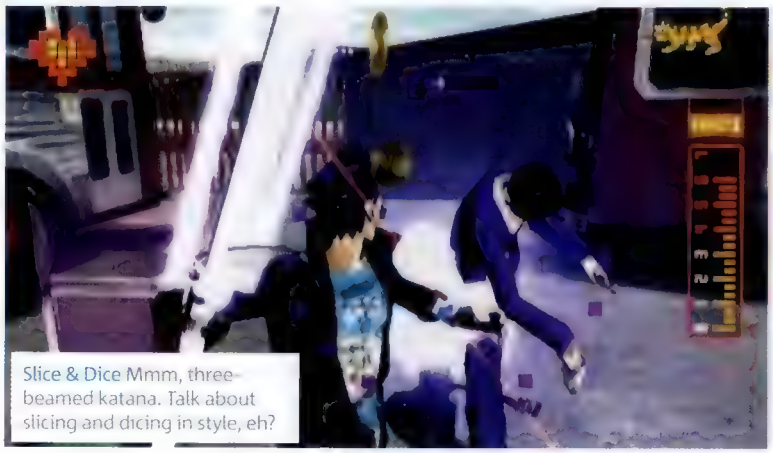
Seeing Red No blood, just explosions – the game isn't any worse off for it though.

Wii

No More Heroes

The Wii adds another adult notch to its gaming bedpost

Publisher Rec Ant | Multiplayer N



Slice & Dice Mmm, three-beamed katana. Talk about slicing and dicing in style, eh?

Appearances can be misleading. *No More Heroes* isn't *Grand Theft Auto* despite its free-roaming nature. Nor is it *Red Steel*, as you don't really use the Wii Remote to wield your beam katana. In truth, *No More Heroes* is very straightforward: a simple sword-fighting slash 'em up with a charismatic anti-hero, tons of enemies and some brutal boss fights.

You take the role of Travis Touchdown, a smart-mouthed jerk who reckons he's got what it takes to become the best assassin in the whole of Santa Destroy. Cue your initiation into the UAA, a top-secret organisation of assassins that offers you the chance to rise up through the ranks, defeat the ten best killers in Santa Destroy and become the best.

How you go about reaching the dizzy heights of mass-murder stardom is the real meat and potatoes of the game, although, as we've already said, you should prepare for it not being as free-roaming as you might expect.

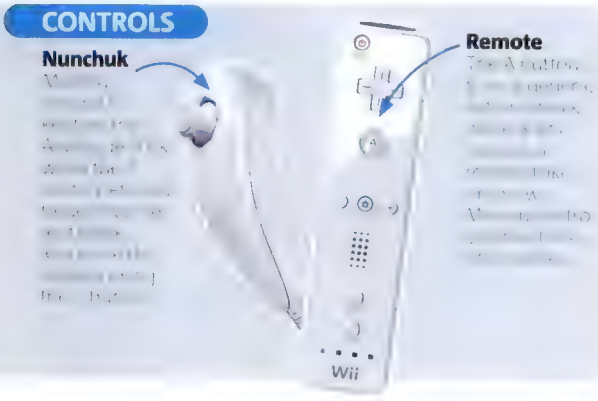
Blueberry Cheese Brownie!

There's scope to spend your hard-earned blood money on a variety of frivolities, including new clothes, new wrestling moves, physical training to increase your strength or even accessories for your Beam Katana. However, the game mostly revolves around three locations (the Job Centre, K-Entertainment and Travis' apartment) essentially splitting the game into two halves.

One (admittedly larger) half sees you slaughtering enemies all over the place, using a combination of A button mashing, carefully timed D-pad dodges and motion-sensitive movements to slice and dice them.

The other half, however, also sums up the overall style and all-round humour of the game, because it's as unique as it is bizarre. How many other games see you pumping gas, cutting grass, eradicating scorpions and catching lost kittens in order to earn cash? None that we can think of, which works all the more in *No More Heroes'* favour.

Where you expect a traditional storyline, this delivers one that, to be frank, plays out like a badly-translated samurai movie with all the intentional hilarity you'd expect. Instead of traditional enemies, you've got leather-coated gimps, men with paper bags on their heads and bat-carrying baseball players. And instead of a truly decent hero, you've got a complete jerk. Throw in a decidedly adult sense of humour and more than a few nods to retro style and you've got a completely unique gaming experience. ✚



Nintendo Verdict
THE OFFICIAL MAGAZINE

- Plenty of depth
- Brilliant atmosphere and style
- Solid sword-fighting action
- Inventive characters
- Santa Destroy is deserted

Its style and sense of humour turn a simple slash 'em up into something unique.

88%

Battle Royale We've been waiting well over 15 years to see these two fight it out.

Twist & Shout You may find yourself trying to take the silliest snapshots possible, like us.

Wii

Super Smash Bros. Brawl

Worth the wait? You already know the answer to that one...

Publisher Nintendo **Multiplayer** 1 - 4

GOLD AWARD Nintendo

There's not really much point beating around the bush here; *Super Smash Bros. Brawl* is fantastic. However, it's also important to point out you shouldn't expect a massive evolution from the GameCube version. Not that that's a bad thing because this is just another great *Smash Bros.* game that the fans will love.

Not surprisingly, the formula hasn't really changed much for *Brawl* or, indeed, at all. The main focus of the game is still very much the multiplayer Brawl mode (the huge button marked BRAWL! that takes up a third of the main menu proves that), every character's moves are still accessed by pressing one of four directions and then hitting A or B, and being skilled at playing still doesn't necessarily guarantee you victory in any given fight.

Ultimately then, this means that one of the series' biggest flaws still remains – if you've never liked the *Smash Bros.* games in the past, *Brawl* will do very little to change your mind. It's a refinement of the franchise rather than a full-scale improvement; an already assembled pile of LEGO bricks that's had extra bits built onto it instead of being broken down and recreated painstakingly from scratch.

Ch-Ch-Ch-Ch-Changes

But oh, what a lot of extra building there's been. Looking at the entire package, *Brawl*'s pretty much a giant bucket that Sakurai-san and his team have poured not just ideas, but also a heap of Nintendo adoration into until it overflowed... and then they just kept on going on and on regardless. There's a whole heap of things to do in *Brawl* besides multiplayer fighting (although no doubt that's what you'll spend most of your time doing, whether with friends locally or in the online mode) and just working your way through those will take some time. Admittedly, some are familiar and while that's nice, it might have been even nicer to see something more original – we've smashed sandbags with baseball bats and broken targets countless times before, so doing the same again now is more a means to a reward-based end rather than something we'd do by choice. Still, the other additions more than make up for this slight laziness.

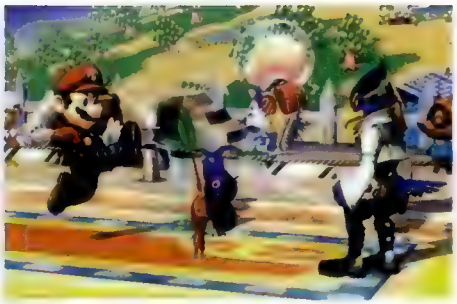
Kart In The Act The *Mario Kart* stage is dangerous: there are racers on the track who could hurt you.

CONTROLS

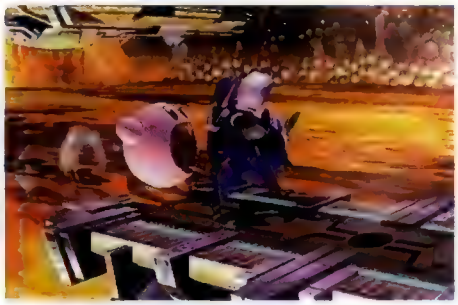
Nunchuk

Remote

Happy Slapping Sadly, Donkey Kong's game of Pat-A-Cake didn't go down too well.



P-P-P-Pick Up A Pikmin Olimar makes his *Smash Bros* debut in *Brawl*, with his Pikmin in tow.



Eat Me Kirby's still got his classic ability to swallow his enemies whole and steal their special powers.

Fiddly Fighters Wario, Snake and Captain Olimar are tricky to use at first, but wind up being excellent.

Take the Subspace Emissary mode, for example, which we initially thought would just be single-player filler, a means of padding out the hole already partially filled by Classic Mode's string of battles. Having played it through to its conclusion though and racked up around ten hours of playtime in the process, we're impressed at how decent the experience is.

Okay, so it's still quite simple and wouldn't hold up if released on its own but the combination of exploration, general combat, boss battles and treasure collection (not to mention the ability to play through the adventure with a friend) really hangs together nicely. The depth of the exploration, seeing you have to return to levels with different characters once you've unlocked them to reach hidden treasures and exits, along with the need to capture enemies as trophies using special trophy stands will keep you coming back. That's pretty impressive considering the Subspace Emissary mode is only one small part of the impressively massive game package.

Contenders, Ready!

Naturally, the other single-player modes also beef things up a bit; no doubt you'll spend more than a little time playing the likes of All-Star Mode (beat all 35 characters in the game on the trot) and Boss Rush (same again, only with the bosses from the Subspace Emissary) on top of the usual mix of Target Test, Home-Run Contest and Multi-Man Brawl. Plus, just working on collecting trophies, stickers and other unlockables is an absolutely enormous task in itself. Does that make all this more important than the famous multiplayer side of the game? In terms of fleshing out the game, absolutely, but if you're talking about sheer fun though, nothing really beats a good four-man thrashing against your mates.

"Brawl represents the very pinnacle of everything the series has come to represent over the years"

And of course, it's with friends that *Brawl* really comes alive; not just because the action is focused on multiplayer antics, but also because there are so many ways to customise your *Brawl* experience. 35 characters! Loads of unique weapons and items! So many stages, rules and other things to tweak, you won't know where to begin! And how does it play? As you might expect, it plays like *Smash Bros.* – you batter anything that moves with attacks until it flies off the stage, repeating until the time limit expires. That you can get as much or as little from the experience as you want, however, is what makes *Brawl* so damn impressive. Yes, it's instantly accessible and almost anyone can pick up the basics in a few minutes but there's so much depth and strategy to the combat that will take you ages to master (and there's a full list of it on the *Smash Bros. Brawl* website if you don't believe us). Granted, this still doesn't make it a 'proper' beat 'em up like *Mortal Kombat Armageddon* but it's the closest the series has come so far.

Indeed, *Super Smash Bros. Brawl* represents the very pinnacle of everything the series has come to represent over the years and for that, Masahiro Sakurai and his team should be very, very proud. Granted though, it's not entirely perfect. The one thing we were really looking forward to – namely, online brawling – isn't quite as polished and flawless as it needs to be with a game like this and we've had more than a few battles where the action gets tied up before the whole game unravels completely.

However this is still not enough to stop *Brawl* being a consumate package, an incredibly enjoyable fighting game with so much packed into it, it's a wonder the disc doesn't explode. The only question we have now is: where on earth does Nintendo take the series from here? ✚

Nintendo Verdict

THE OFFICIAL MAGAZINE

- ✚ The ultimate brawler
- ✚ Lots of single-player modes
- ✚ A brilliant multiplayer game
- ✚ Absolutely loads to discover
- ➖ Online is a bit shaky

It's tough to fault *Brawl* – unless you've never liked the series, you'll love it.

95%

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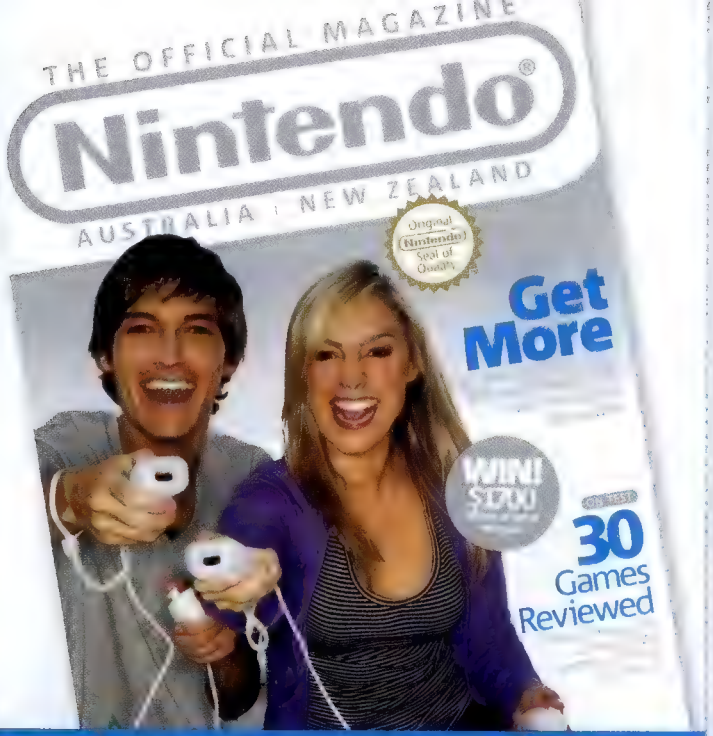

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Future

The Wii Channels

Thought your Wii just played games? Well, you'd best pay attention then!

At first glance, you might think that the Wii is just a games console – you put a disc in, press the button and play whatever game you fancy. However, if you take the time to explore the many different things available to you when you turn on the Wii, you'll discover that it offers a whole host of other facilities besides playing games. Browsing the internet? Editing photos and sending them to your friends? Creating customised characters that look just like you and your family? Checking the latest news and weather? Downloading retro games from your childhood (which, admittedly, leads to playing more games)? It's all here and more besides. You just need to look around a bit!

All of these things can be accessed from your Wii's main menu hub – just turn the console on and then use the Wii Remote's pointer to browse through the various windows (otherwise known as 'channels') on display. Some, such as the Mii Channel and Photo Channel, can be used immediately as they come pre-loaded onto your Wii and don't need any kind of set-up. Others, however, require your Wii to be connected to the internet before they'll work, and more still need to be downloaded from Nintendo's own internet shopping channel, the Wii Shop, before you can use them. (All of the additional channels are free to download, with the exception of the Internet Channel which, as a premium download, costs 500 Wii Points.) For details on how to get your Wii online, turn to page 80 and check out the 'Getting Online' section.

Once you've picked the various channels that you want, using them is an absolute cinch. And of course, using these channels opens up all the possibilities that your Wii offers – from sharing your Mii creations with the world and expanding your games collection to downloading game demos for your DS and watching videos about the latest Wii titles. Surely this proves that the Wii is about more than just playing games?

In this section, we'll explain exactly what each channel does, along with whether or not it requires you to have your Wii connected to the internet before you can use it. Note that the Wii menu hub screen shown over the page is only an example of what your own Wii menu could end up looking like once you've found the channels you like. Don't forget that you can move channels around the main menu hub by pointing at them with the Remote, then holding down the A and B buttons to 'pinch' them and move them into any empty windows across the menu's multiple screens.

A

Disc Channel (see over)

Sticking a Wii or GameCube disc into that inviting slot on the front of the Wii will cause the game's title to appear on this menu option. Choose it with the Wii Remote to take you to another screen that shows the title of the game (complete with some fancy animations and music in most cases), after which you just press the Start button at the bottom of the screen to begin the game. You can also insert a GameCube disc – because as we've already said, the Wii can play GameCube titles – to be greeted with the classic GameCube loading screen, after which you just hit the Start button. This is the channel you'll probably be using the most.

"Thanks to the console's numerous channels, **you can do so much more on your Wii** than just play videogames"

B

Mii Channel (see over)

Miis form an integral part of your Wii experience, but you'll need to make some first. Thankfully, the Mii Channel lets you easily create a personal game character that looks like you... or anyone else, for that matter. You can then use this avatar to represent you in online games and as a playable character in games that support Miis (such as *Wii Sports*).

Face It!
You can make almost anyone you like with the Mii Channel!

C Photo Channel

With the Photo Channel you can upload images from an SD card (or transfer them from your Wii's Message Board if you've saved screenshots or received pictures from your Wii Friends) and then watch them as a slideshow or edit them using the various crop, resize and rotate tools. You can add clip art, and turn and resize it on the fly.

D Wii Shop Channel
(broadband connection required)

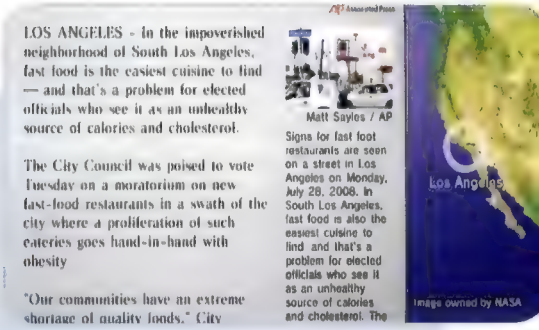
This channel enables you to download games and new channels for your Wii, many of which require Wii Points before you can get them. Thankfully, the process of using the Wii Shop is incredibly easy, as you'll see below:

- Ensuring your Wii is connected to the internet (details of which start on page 80), click on the Wii Shop Channel window on your main Wii menu hub.
- Once connected, you'll need to buy some Wii Points – these can be bought with a credit card by clicking on the Add Wii Points button, or bought in card form from your local videogame retailer.
- Decide what to download – 'Virtual Console' contains classic titles from a range of retro consoles, 'WiiWare' has downloadable games made specifically for the Wii, and 'Wii Channels' offers additional channels such as the Internet or Mii Contest Channel.
- Browse through the listings to get the item you want; if you know the name you can jump straight to it, or you can just go through the most popular or recently added titles.
- When you've found what you want, simply click the big blue Download button. After following the on-screen instructions, you're done! Now you can return to the Wii menu hub where you'll find your new game has appeared in its own channel window. Enjoy!

Pick And Choose Click on one of the three buttons to be taken to a list of options for that category.

E News Channel
(broadband connection required)

Fancy seeing which countries have declared war recently or whether Britney has shaved her head again? Provided your Wii is online, the News Channel gives you up-to-the-minute news on all the goings on around the world, updated every few minutes.


LOS ANGELES - In the impoverished neighborhood of South Los Angeles, fast food is the easiest cuisine to find — and that's a problem for elected officials who see it as an unhealthy source of calories and cholesterol.

The City Council was poised to vote Tuesday on a moratorium on new fast-food restaurants in a swath of the city where a proliferation of such eateries goes hand-in-hand with obesity.

"Our communities have an extreme shortage of quality foods," City

Matt Sayles / AP

Signs for fast food restaurants are seen on a street in Los Angeles on Monday, July 28, 2008. In South Los Angeles, fast food is also the easiest cuisine to find and that's a problem for elected officials who see it as an unhealthy source of calories and cholesterol. The

Los Angeles

Image owned by NASA

The Headlines Tonight Reading the news on your Wii sure beats having to watch News on Ten, eh?

F Forecast Channel
(broadband connection required)

If you're about to nip off down the shops but can't be bothered looking out of the window to see whether it's raining, a look at the Forecast Channel (with its rotating globe giving the weather forecast for the whole world) will let you know whether or not you should get off the couch and head outside. Trust us though, it's usually raining in Melbourne

G Nintendo Channel
(broadband connection required)

The most recent channel addition and one dedicated, as the name suggests, entirely to Nintendo. From the latest videos and information about upcoming and recently released Wii and DS games to interesting tips, tricks and hints from other Wii owners and even the chance to download games, it definitely worth checking out too, so it's one of our favourites.

H Internet Channel
(broadband connection required)

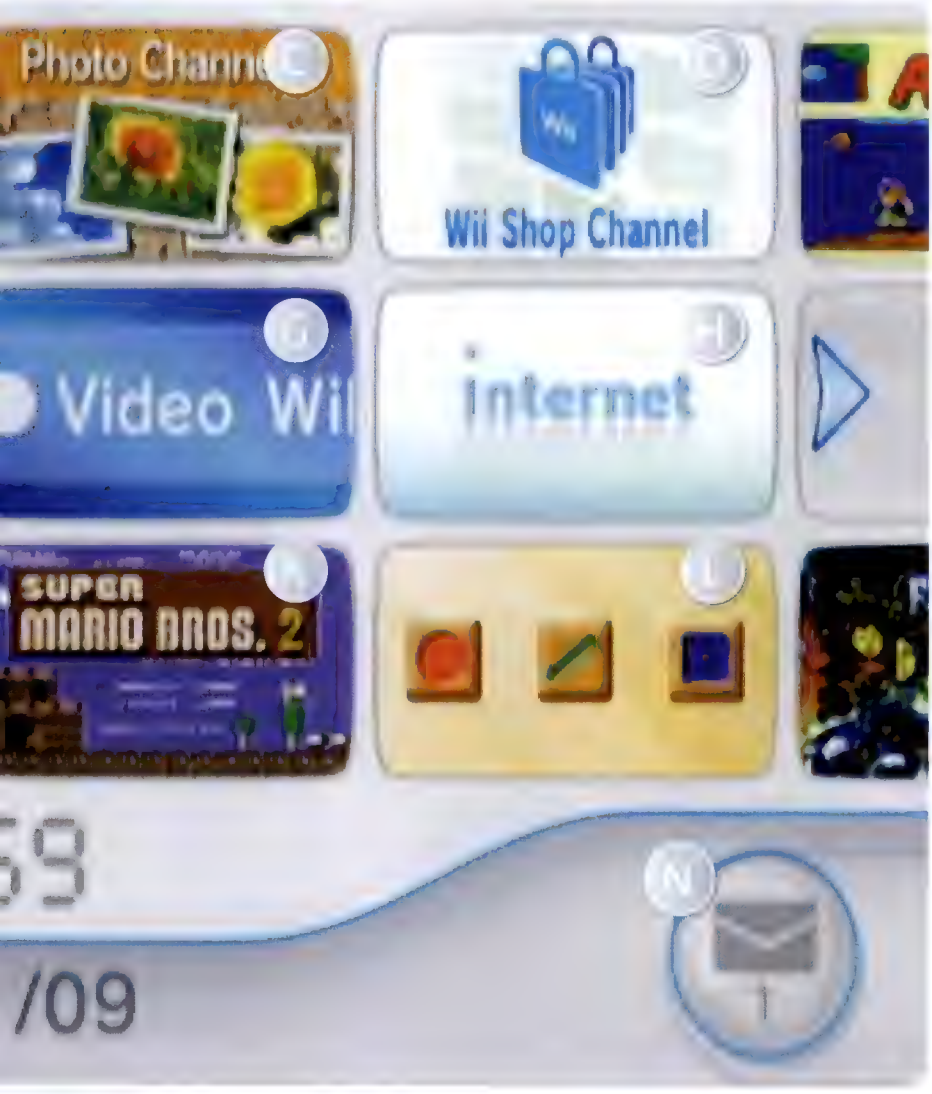
If you fancy browsing the web without having to trot over to your computer, the Internet Channel is available from the Wii Shop for 500 Wii Points. If you plug a generic USB keyboard into the back of your Wii, it makes typing in those web addresses much easier.

I Mii Contest Channel
(broadband connection required)

If you want to show the world your handiwork, then the Mii Contest Channel is for you. You can browse other Wii users' Miis and upload your own, as well as enter regular contests!

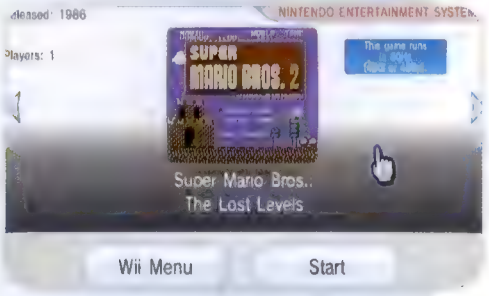
J Everybody Votes Channel
(broadband connection required)

A fun little application that asks you to vote on various burning issues of the day. You can then see what the rest of the world thinks. It sounds absurd but believe us, it's strangely addictive when you try it...



K Virtual Console Games

All Virtual Console games that you download from the Wii Shop will be displayed as their own individual channels. To start them up, just point at the game you want and press A. Easy.



It's A Classic! Before you play, you'll see which console the game was for and even when it was first released.

L WiiWare Games

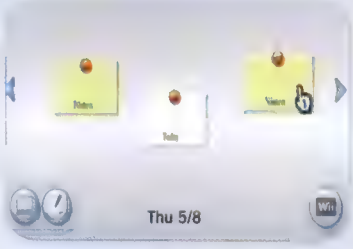
Exactly the same principle as your Virtual Console games – WiiWare titles bought from the Wii Shop appears as their own channels, and playing them is simply a matter of clicking on the relevant window, then hitting the big Start button. Don't forget that WiiWare games take up more space in your Wii's memory, so you'll have less room to download more games. See page 138 for details on how to solve that.

M Wii Settings Menu

The boring but important bit of your Wii, allowing you to tinker with everything from the TV, language and sensor bar settings to getting your Wii online, accessing WiiConnect24 and copying/erasing data from your Wii's built-in memory. Don't mess around in here too much unless you absolutely have to! This is also where you can set up your parental controls that can be used to lock out certain ratings of games, control the spending of Wii Points at the Wii Shop or limit internet use through the Internet Channel.

N Wii Message Board
(broadband connection required)

This acts as an email and information inbox. Not only does Nintendo use it to send you messages, updates and reminders, but you can also use the Address Book to add people to your Wii Friend list, allowing you to play games online with them. You can also leave messages for other family members. Fancy chicken casserole for dinner? Just leave a note for your Mum so she'll see it when she plays *Wii Fit*.



You've Got Mail Yellow letters are unopened, so get reading them quick!

The Best Wii™ Game Reviews

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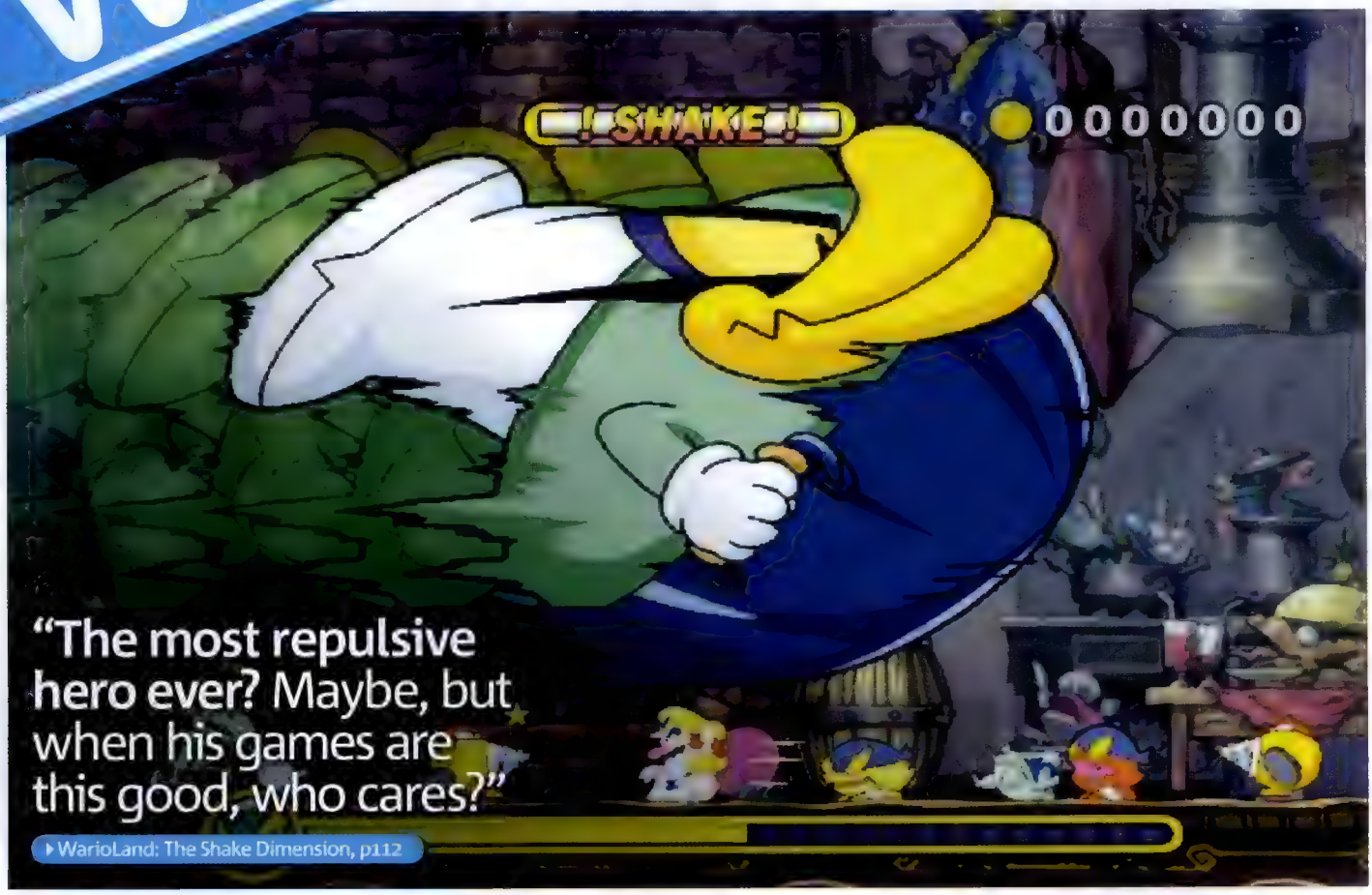


"The most repulsive hero ever? Maybe, but when his games are this good, who cares?"

▸ WarioLand: The Shake Dimension, p112

Platform Games

- Super Mario Bros. 3 109
- LostWinds 110
- Donkey Kong Country 2 111
- WarioLand: The Shake Dimension .. 112

Lost & Found
LostWinds is one of the most relaxing gaming experiences we can remember.

Our ratings explained

0-19% Unplayable
A bad idea poorly implemented. Forget it, move on.

20-49% Poor
Restricted fun swimming in a sea of mediocrity.

50-69% Average
Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

70-84% Good
If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

85-89% Excellent
A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

90+% The Gold Award
You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.

GOLD AWARD Nintendo

OUR PROMISE

Great Balls Of Fire Bowser is the final boss, as you'd expect, and he's pretty tough to beat.

Shell Shocked There's nothing like smacking an enemy with a shell.

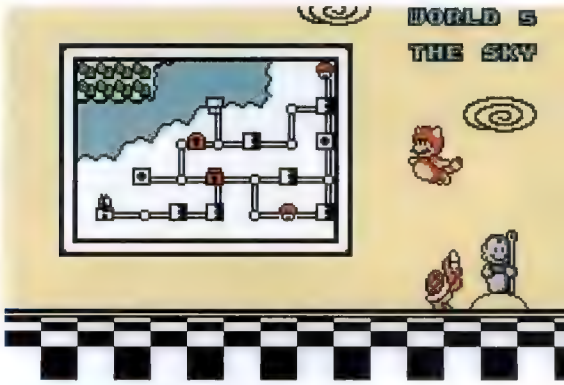
Wii Virtual Console

Super Mario Bros. 3

The biggest-selling Mario game ever, but rightly so?

GOLD AWARD Nintendo

Publisher Nintendo **Multiplayer** 1 2



World Champs Each of the game environments is completely different: from sky worlds to pipe worlds.

These days, a game can be considered to have done extremely well if it sells over a million copies. Big games tend to do more than that: *Mario Kart Wii* recently broke the six million mark, while *Pokémon Diamond* and *Pearl* on the DS have managed 14 million between them. With this in mind, the fact that *Super Mario Bros 3* managed to shift an incredible 18 million copies throughout the world in a time when 'casual' gaming didn't exist shows just how important the game was to Nintendo fans worldwide: to this date it remains the biggest-selling standalone game of all time.

Mario's third adventure has long been considered by many to still be the 'big one', the best Mario game ever. For some, it's still the benchmark by which other platform games (and games in general) are judged. For example, when *Super Mario Galaxy* was released last year, we heard many a long-time gamer (including our Chris) declare that it's "the best game since *Mario 3*". Some boast, eh?

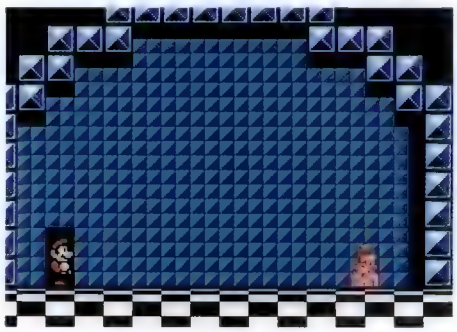
Bigger, Better, Brighter

What makes it so special? Well, take your pick. It's the gameplay, with its perfectly weighted physics and its wide-ranging balance of both simple and fiendishly difficult levels. It's the music, with countless melodies and ditties that still cling to the brain after all these years. It's the sheer size of it: there are eight huge, completely differently-themed worlds with loads of levels in each.

It's the fantastic range of hilarious power-up suits which turn Mario into a frog, a raccoon, even a Hammer Brother. It's the shedloads of hidden bits, like the secret warp whistles. It's the introduction of the seven Koopa Kids, each with their own unique personality. It's Mario's new-found ability to fly once he's become Raccoon Mario, adding a new level of depth.

Add to all this the fact you can now save your progress thanks to the Wii's ability to remember where you left off when you quit (instead of having to play it for hours at a time in order to try and complete it) and you've got one of the best platform games in history.

If you're a Nintendo fan you owe it to yourself to have this in your collection, so if you're still missing it, here's what we suggest. First of all, find the nearest mirror. Look at the person staring back at you and notice that their eyes are missing something: it's the glint that only people who have played and experienced *Super Mario Bros 3* have. Then simply walk away from the mirror, stick your Wii on, download the thing (for only 500 Points it's an absolute steal) and realise just exactly why it has the reputation it does. ✚



CONTROLS

Classic Controller

Nintendo Verdict

- Timeless gameplay
- Huge number of levels
- Loads of great power-ups
- Fiendishly challenging
- Multiplayer feels tacked-on

A benchmark in videogaming. You simply have to own this game.

96%

Beat The Blob The baddies are fairly low key but still very satisfying to dispatch.

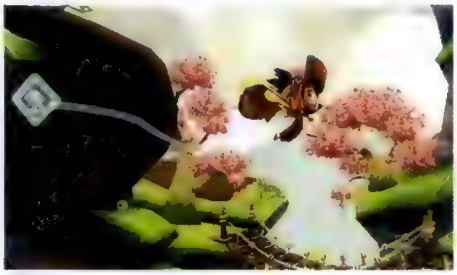
Wii Ware

LostWinds

The wind of change is blowing strong

Publisher Frontier Multiplayer No

It's official: *LostWinds* will change your life. It's a bold statement to make this early in the review but it's absolutely true nonetheless. It might not last very long but while it does you'll be utterly charmed and equally enthralled.



Nice Chopper Some plants can be sent spiraling upwards with a bit of help from your wind, Enril.

LostWinds is one of the first WiiWare games to become available on Nintendo's new online shop. It costs a mere 1,000 points (approx $15) and takes less than a minute to download... all of which means it can't be that great, right? Wrong. From the moment you start *LostWinds* up it's obvious that this is no budget game.

Bright And Breezy

LostWinds sees you taking control of a small boy named Toku, and his friend the Wind Spirit Enril. The evil Balasar is awakening and is set to ravage the land unless you can do something about it. So far, so 'heard it all before' but it's the gameplay that really sets this game apart.

Your adventure is essentially a 2D, side-scrolling platformer set in a gorgeous magical land where townsfolk are peaceful and nothing untoward ever happens. So despite the fact that there are things going on in the background you can't actually go in and out of the scene – just left and right. The Nunchuk is used to move Toku left and right (analogue stick) and interact with items (Z button). When we say interact, you're generally either pulling the odd lever or eating food. You'll need to eat fruit in order to top up your health gauge, which is largely irrelevant because if you lose all your energy Toku merely sits on the floor in a daze until you pat him on the head to bring him round again. Toku can die (if you don't bring him round) but you'd have to be half asleep for that to happen.

It's the Wii Remote that gives you access to the game's big selling point though – the power of the wind. Wherever you point the cursor, Enril will blow. At first this is limited to sending gusts of wind through the trees but you soon learn that it forms the basis for everything.

Hold A and strike a line through Toku and he'll be lifted in that direction. The strength and direction of the gust is all down to you. You soon learn to perform multiple gusts, essentially allowing you to double and triple jump through the air. You can also take out enemies with your elemental powers, whether that's with a strong gust or by blowing them into walls. This is just the beginning though and things soon become more complex. About an hour in you'll discover that you can also control the elements. Flames can be carried in the wind in order to burn down

Quit Bugging Me!

Careful Son This may look [illegible] you can't fall on.

Burn Baby Burn [illegible] path of [illegible] Burning enemies is the best use [illegible]

barriers some distance away and water can be satisfyingly showered over seeds in order to make them grow.

LostWinds' only problem then, is that it lasts a criminally short amount of time. After three or four hours you'll have the whole game beaten. Now don't get us wrong – there are plenty of full price games out there that last about that long too but *LostWinds* sucks you in so completely that you're going to be very disappointed when it ends so prematurely.

Ultimately though, *LostWinds* is a fantastic achievement. It's a little piece of heaven that you really must experience. Had it been twice the size it is, *LostWinds* would have been getting a Gold Award. That said, there are plenty of people out there for whom a three hour experience is absolutely perfect, and for you, this game is just that. ✚

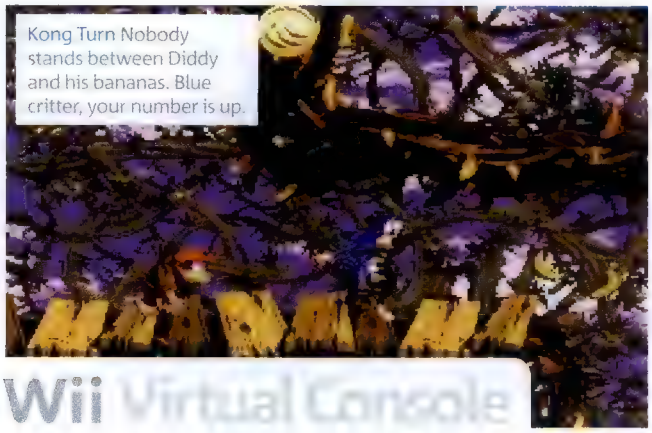
Nintendo Verdict

- Great use of the Remote
- Looks and sounds lovely
- It's cheap as chips
- Plays like a dream
- It's heartbreakingly short

Wii Points Card SHOP

A joyous little platformer that shows how WiiWare should be done, but it's all over too soon.

83%



Kong Turn Nobody stands between Diddy and his bananas. Blue critter, your number is up.

Wii Virtual Console

Donkey Kong Country 2

Another DK classic

Publisher Nintendo **Multiplayer** No

After the success of *Donkey Kong Country* boosted SNES sales massively it was inevitable that a sequel would arrive soon enough, and Rare duly delivered an absolute corker.

This time around, Donkey Kong has been kidnapped by the evil Kaptain K Rool, meaning that it's up to his pint-sized sidekick Diddy and new character Dixie to rescue him and restore order to the world.

As in the original game, the most impressive aspect of *Donkey Kong Country 2* is the game's graphics. The characters were pre-rendered and then turned into sprites, giving the game a unique 2D look which looks even better than the original game did.

If you enjoyed the original *Donkey Kong Country* then you should love this follow up too. In fact, since the graphics are a little better, some of the weaker gameplay elements have been removed and the annoyingly slow Donkey Kong has been replaced with the much quicker Dixie, it's actually a better game and is, in our opinion, the finest game in the entire *Donkey Kong Country* series. A third game is also available on the Virtual Console, and while it's decent enough, this is definitely the one to go with first. ✚

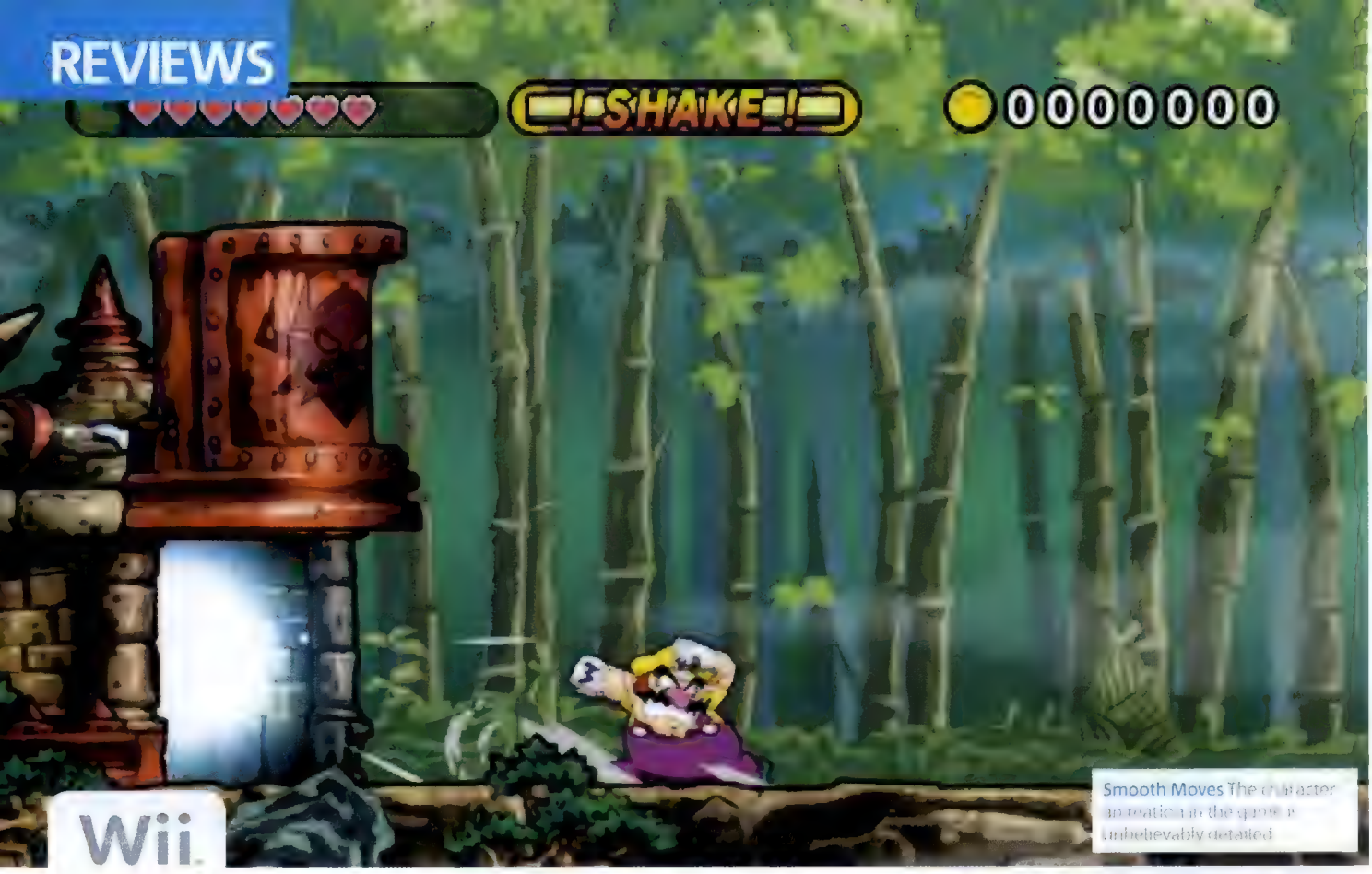
Nintendo Verdict

- Excellent 16-bit graphics
- Dixie makes things faster
- Some memorable music
- Well-balanced gameplay
- No Donkey Kong!

Wii Points Card SHOP

***DKC2* is one of the best 16-bit platformers and well worth a look.**

91%



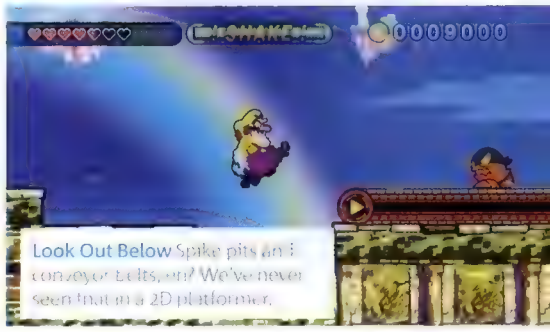
Smooth Moves The character animations in the game are unbelievably detailed

Wii

WarioLand: The Shake Dimension

We're all shook up by Wario's latest

Publisher Nintendo **Multiplayer** N



Look Out Below Spike pits an i conveyor belts, on? We've never seen that in a 2D platformer.

When it comes to its most famous mascot Nintendo likes to play things safe, with Mario used to front sure-fire platformers, sports titles and party games. But if Nintendo has a slightly riskier idea, it calls on Wario. The *WarioWare* series is perfectly matched to its host character – funny, strange and convention-breaking – and *The Shake Dimension* is another example of the cantankerous fattie turning genre conventions on their head.

While on the face of it, Wario's new game might not seem like such an unusual proposition, particularly given his well-documented 2D platforming past, the idea of a full-price title venturing into a genre long since abandoned by most home console developers seems very risky indeed. Yet while some will probably unfairly dismiss it as yet another pointless waggle-fest, playing *The Shake Dimension* really makes you wish Nintendo would go 2D a little more often.

Pompous Pirate

The game's story isn't much more than an excuse for Wario to go treasure hunting, and takes a back seat to the action after a glorious opening cartoon from Japanese animators Production IG, the team behind the anime sequences in the equally lovely DS puzzler *Professor Layton And The Curious Village* (available now).

Wario receives a gift from long-time rival Captain Maple Syrup (who you may remember from the first *Wario Land* game) of an antique globe and telescope, which allow him to teleport to the titular Shake Dimension. But all is not well in this world, thanks to a fearsome pirate named the Shake King. He's kidnapped the queen of the dimension's inhabitants, the Merfles, and one escapee asks Wario to help rescue her, with the promise of a bottomless coin sack if he duly succeeds. Naturally, our anti-hero soon perks up at the idea of an infinite supply of money and dives in to help out.

There are five continents in the Shake Dimension, each with four stages and a boss level to get through before you can move on to the next. Though just completing the stages might not be enough to progress, as you'll need to collect plenty of money to purchase the maps from Captain Syrup's shop. She's not just in this for the ride, clearly.

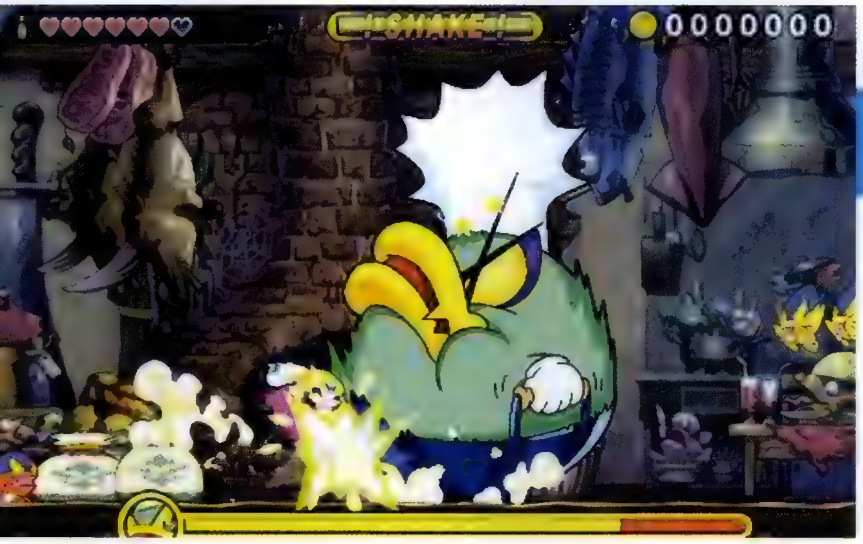
While the basic platforming controls are pretty much exactly what you'd expect – Wario's power-dashes and butt-stomps joining the usual waddling and jumping – it's the Wii Remote's unique abilities that add a few neat twists. Firstly, if you jerk the controller downwards, Wario will slam his chubby fist into the ground, which is useful both for stunning

CONTROLS

Nunchuk
Not used.

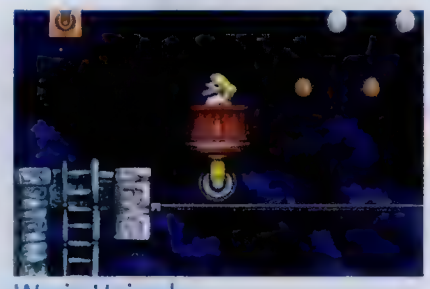
Remote
Hold the Remote on its side, using the D-pad to move, the 1 button to dash attack and the 2 to jump. Shake to stun and tilt to aim throws.

"Another great example of **the cantankerous fattie** turning genre conventions on their head"



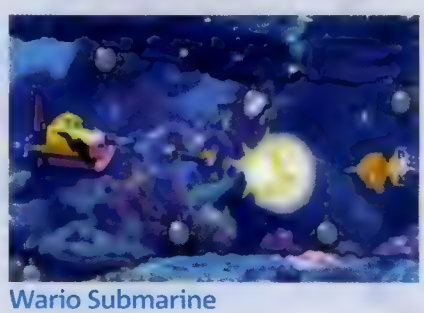
Crispy Duck Why is that creature cooking itself in a giant wok? Good question.

TO THE WARIOMOBILE!
Because using your feet is far too much like hard work



Wario Unicycle
Leaping from tightrope to tightrope in this bizarre little vehicle is wheely great. Tilt forwards or backwards to guide the cycle, which gains in momentum the further you travel – useful for crossing big gaps.

Wario Spaceship
Wario's customised undersea vehicle is used a few times in the game. Tilt the Remote to move the sub's nose and use the D-pad to move left or right – it takes a bit of getting used to, but you'll soon get the hang of it.



Wario Submarine
A squat little capsule which somehow fits Wario's fat belly inside, and has boosters on each side to fire him upwards. Tilt the Remote to point the rockets in the right direction, and press the 1 button to fire 'em up.

enemies and activating various environment-sensitive features. Bomb blocks will explode, barriers will raise and you'll occasionally knock a precariously balanced rock down to your level, allowing you to clamber up to a previously unreachable area.

Shaking the Remote while you've grabbed a stunned enemy often releases a giant clove of health-giving garlic, and you'll also be able to relieve various money sacks scattered about the stages of their valuable contents – though be sure to collect all of the coins or they won't be added to your wallet.

That's not all. The Remote's tilting abilities are also utilised. Hold down the 1 button while you've got hold of an enemy or a bouncy ball, and an arrow will appear. Tilt the Remote to aim the arrow in the direction you need to throw, and Wario will hurl said object in that direction. Similarly, squeeze Wario's immense backside into a cannon, and you'll be able to send him flying at a rate of knots through smashable rocks or other barriers.

Seek And Ye Shall Find

The platforming feels comfortingly familiar, as it's very similar to the handheld Wario titles – so basically a little slower and more thoughtfully-paced than Mario's adventures. Following classic Wario tradition, levels end with a dash back to the start. Once you've found the Merfle in its metal prison, you'll activate a siren which alerts the Shake King, and a time limit counts down as you race to exit the stage with your rescued chum pointing the way. The time limits are generous and you'll often reach the start with well over a minute remaining. But then there's a good reason for that: each level has a multi-layered structure.

It's a game that's designed in the traditional Nintendo mould of being easy to learn but difficult to master, or, in this case, simple to finish, but incredibly tough to truly complete. While you can essentially breeze through the whole thing in around six to eight hours, the levels are intended to be replayed multiple times. Each stage not only holds three treasure chests, which are increasingly difficult to locate the further you get into the game, but there are also specific mission-based tasks to fulfil, most of which will require at least two run-throughs to obtain the star that's awarded for each one.

Most stages have the same three objectives: reach the exit in a set time, collect a certain amount of coins or survive without losing energy. While these are tricky enough, others might ask you to find and kill a specific enemy, destroy every block on the stage, or finish the stage without hurting any animals – which might sound easy, but occasionally they'll be positioned in such a way that they're difficult to avoid.

Some of the tasks are particularly fiendish to complete, and you'll be attempting them several times over before success is yours. It's certainly worth it though, as wandering off the beaten track can often reward you with a map to a secret stage – and each of these has multiple stars to obtain.

It's Animazing!

Somehow we've come this far without mentioning the graphics, but it's no exaggeration to say that *The Shake Dimension*'s animation is the best we've ever seen in a 2D platformer. Wario is a joy to behold, arms flailing as he runs and eyes bulging when he lands arse first on a fork-headed foe. Though the basic enemies are a touch generic, the bosses are all memorable and the encounters themselves are all terrifically inventive. And while it's a far cry from the orchestral wonder of *Super Mario Galaxy*, the soundtrack is full of catchy themes, which can be unlocked and listened to from the main menu – another incentive to find all those secrets.

Though it's got plenty of replay value, there's just not quite enough here to warrant a Gold Award, and those who aren't interested in finding the hidden items are bound to feel short-changed. But more fool them: this is a deep, satisfying and delightfully nostalgic 2D platformer. ✚

Nintendo Verdict
THE OFFICIAL MAGAZINE

- Incredible animation
- Awesome level design
- Inventive boss fights
- Tremendous replay value
- We wish there was more

A gorgeous adventure with bags of invention. Behind *Galaxy*, this is the second-best platformer on Wii.

88%

THE OFFICIAL MAGAZINE
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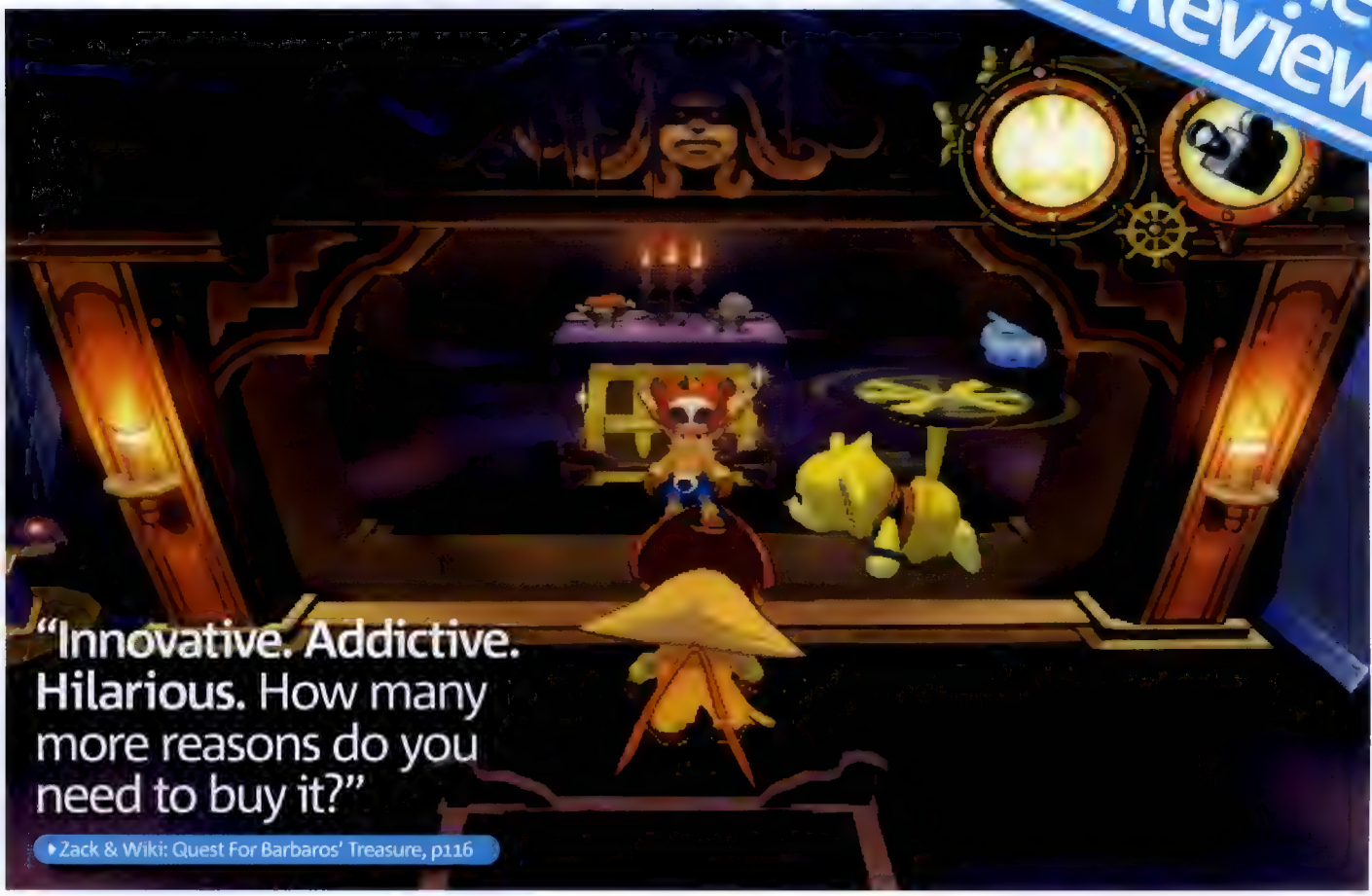
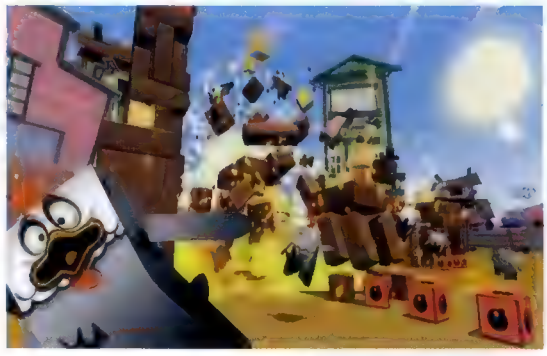
AUSTRALIA + NEW ZEALAND

The Best Wii™ Game Reviews



Puzzle Games

- Boom Blox..... 115
- Zack & Wiki: Quest For Barbaros' Treasure....116



Block heads! Spielberg – yes, Spielberg – presents on of the most addictive games available.

Our ratings explained

0-19% Unplayable
A bad idea poorly implemented. Forget it, move on.

20-49% Poor
Restricted fun swimming in a sea of mediocrity.

50-69% Average
Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

70-84% Good
If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

85-89% Excellent
A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

90+% The Gold Award
You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.

GOLD AWARD Nintendo

OUR PROMISE

You're Having A Laugh *Boom Blox* is packed with some bonkers humour.

Wii

Boom Blox

Spielberg hits the Wii with a bang

GOLD AWARD Nintendo

Publisher EA | Multiplayer 1-4

Monkeys. In cowboy hats. With big moustaches. Isn't that enough of a reason to give Boom Blox a Gold Award before we even start playing the game? We reckon so, but thankfully EA's collaboration with Steven Spielberg to develop a decidedly casual puzzle game warrants one anyway, whether it has monkey bandits or not. And while there's no denying that Boom Blox is about as casual as puzzle games get though, it's still the kind of game that proper gamers can get into as well.

Tick, Tick, Boom Point Blox, yes; Minus Blox, no. But using bombs? No chance, matey.

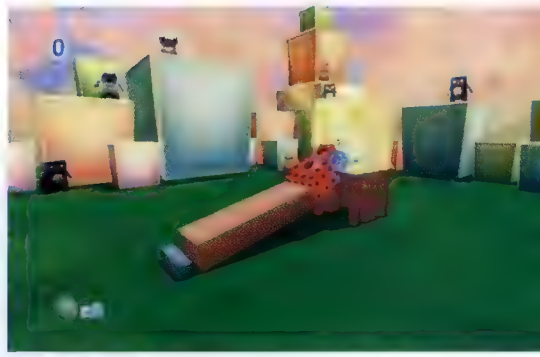
Point, Click, Boom!

Although it's based around six different block busting concepts, *Boom Blox* is nothing if not accessible – you simply point the Remote, hold down A and then either throw or move to perform an action. The trick, however, is knowing where and when to do such actions and with over 300 levels split into varying difficulties, working that out takes a long while.

Not surprisingly it's all about strategy, especially when you start combining the different gameplay styles with the huge myriad of special 'weapons' that offer different ways of clearing each stage. Sure, you can clear most of the levels if you just pummel away at them with repeated throws or just yank blocks until they come crashing down, but that won't net you the gold medals. And trust us, you'll want to get the gold medals. You'll need the gold medals.

There's much more besides the main single-player levels too. For instance, the Create Mode, with its option to either make a level from scratch or edit existing ones and then share them over Wi-Fi with your friends, is where we suspect most hardened gamers will get their kicks. The 24 multiplayer modes (each offering their own array of levels) are nearly all great, particularly the competitive ones that see you throw, blast, grab and attack each other with all manner of blocks – although these too can be fiddled with in the Create mode, meaning you can essentially come up with your own multiplayer modes outside of those offered.

As an example of how a vaguely familiar idea can be turned into something unique and interesting, *Boom Blox* succeeds massively. We can see this one lasting for a very long time. ✚

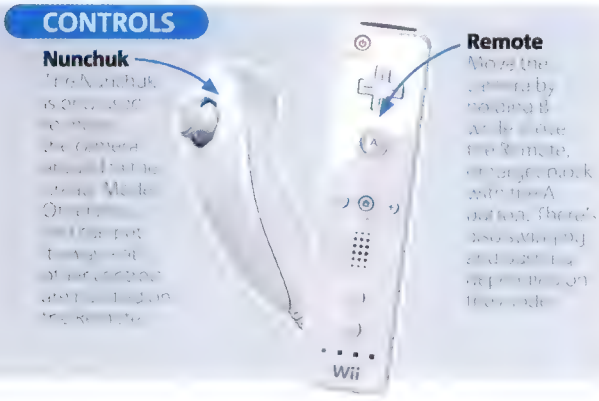


Right On Time Timing is everything; as the Bomb Blox fall, smack them to score big.

Tower Of Power Jen-GAH! Can you bring this whole tower down in a single throw? It's not easy...

Free Fallin' Oooh. Now that's precarious. One well-placed throw should bring that lot tumbling.

CONTROLS



Nintendo Verdict

THE OFFICIAL MAGAZINE

- Great fun for everyone
- Thought-provoking puzzles
- Create your own levels
- Excellent multiplayer modes
- A few weak elements

It looks simple, but the gameplay is addictive and it's incredibly enjoyable.

90%

Mirror Image That's not a reflection, it's evil ghoul Zack! Be very careful!

Wii

Zack & Wiki: Quest For Barbaros' Treasure

Best. Wii. Game. EVER. Well, very nearly

Publisher Nintendo **Multiplayer** N

GOLD AWARD Nintendo

Get A Grip You get a brief clue before each instance of using the Wii Remote to do... something.

No quirky intros, no clever puns, no witty banter about pirates... just a simple heart-felt plea. Please, please, buy this game. Seriously. Over the years, we've watched with dismay as several high-quality concepts from Capcom fell short of the success they deserved – the likes of *Gregory Horror Show*, *Viewtiful Joe* and *Okami* all tanked, despite being fantastic. Sadly, we can see the same thing happening to *Zack & Wiki*.

It shouldn't be that way though. In a perfect world, something like *Zack & Wiki* would be seen for what it is: a hugely original, highly addictive, incredibly challenging justification of why we play games in the first place. Breaking it down for explanation purposes, the game doesn't sound that impressive: it's essentially a point-and-click puzzle game where you work your way through a chain of logical progression to reach the treasure chest located at the end of each stage. However it's Capcom's trademark flair (both for visual quality and comedic timing) and a well thought out approach to the Wii controls that make *Zack & Wiki* shine – not that we're surprised, of course.

The big thing about *Zack & Wiki* is that it really makes you think. Each smaller puzzle – requiring the use of one particular object on another – fits into a much grander scheme, with each cog requiring precise manipulation... and we really mean that literally.

All That Glitters...

Getting your bearings is easy because guiding Zack around with the pointer is totally intuitive thanks to some excellent pathfinding programming. Furthermore, using Wiki, Zack's golden monkey-cum-bell friend, to transform creatures into usable objects is only a tiny part of it because you then need to work out where and how to use said object.

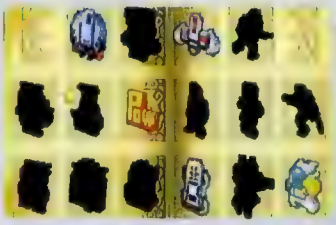
And yes, you do actually have to

CONTROLS

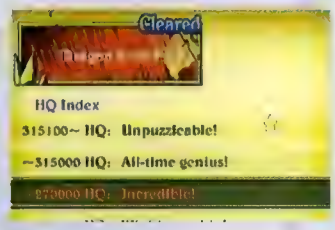
REPLAY A-GO-GO
Think you've finished the game? Not so fast buddie!

The Hunt Continues...
After clearing the game once, you can go back and uncover hidden treasure chests that only appear if you perform certain special tasks on the levels you've already cleared. There are clues on what to do but they're particularly cryptic...

Map-tacular!
Among the hidden treasures, you'll find secret maps. You can then send out fellow pirate Maddy to recover more goodies from where X marks the spot (along with clues on where the other hidden chests are). It'll cost you some gold though.

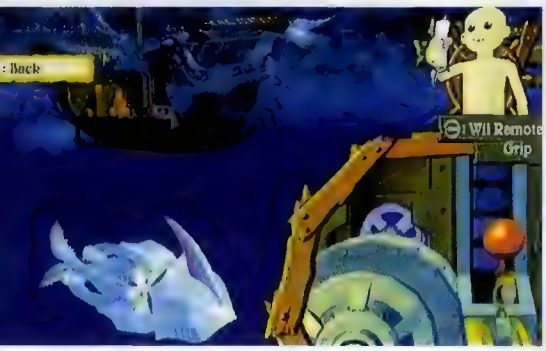


Collect The Set
Check the bookshelf in your hideout and you'll discover a ridiculously extensive range of things to collect: character profiles, items, artwork and, of course, mysterious treasures from across the history of Capcom gaming. Bet you can't find 'em all...

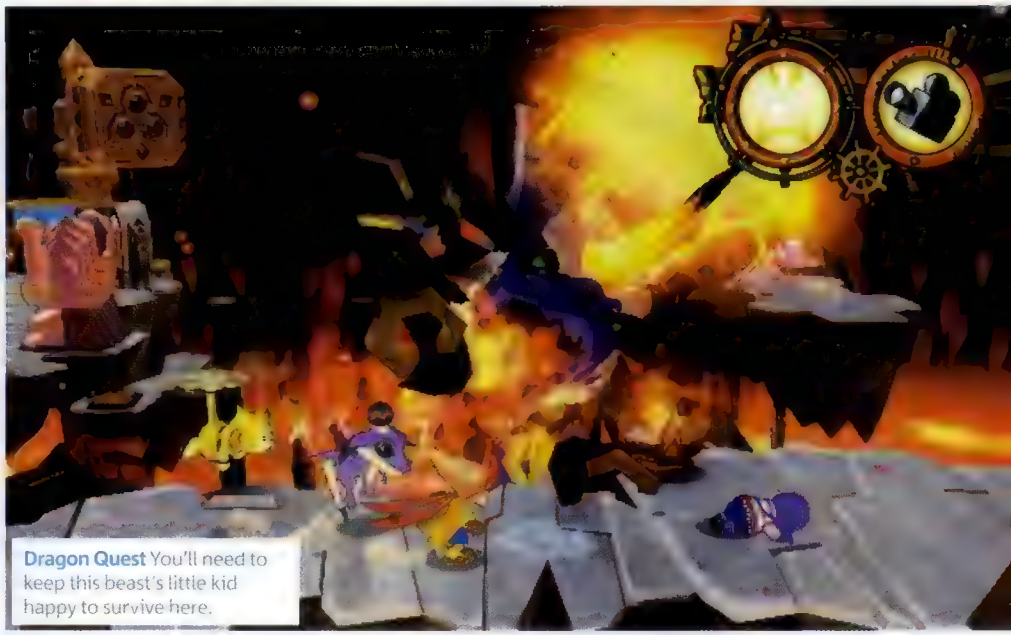


Back To HQ
And then there's the matter of HirameQs. Unless you're a genius like we are, you probably didn't get the highest rank (Unpuzzleable!) on every level, so now's the time to give it another try and rack up as many HQ points as possible.

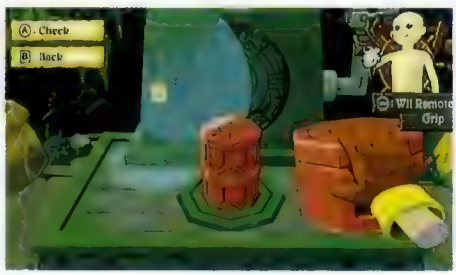
Ho Ho No Here you'll need to fend off a hungry squid with a taste for pirates.



Bombs Away! Make sure you get the timing right here or you'll run out of ammo.



Dragon Quest You'll need to keep this beast's little kid happy to survive here.



Piece By Piece Yes, you build a tower. Hardly a tricky puzzle until you realise there's an order to it...

Making The Cut Sawing is fun, although the naked man in the top corner freaks us out as he copies you.

"A simple heart-felt plea: **please, please,** buy this game"

use them. Once you interact with whatever object you're using, the Wii Remote become the extension of that. From pulling levers, turning keys and waving swords, to balancing on a tightrope with a pole, hitting fireballs with a tennis racket, mixing bottles of chemicals and much, much more, you're being constantly challenged to think of new, clever ways to use the Wii Remote.

A Pirate's Life For Wii
Though nothing's ever as straightforward as it seems (because even when you think you've got a level sussed, something crops up that proves you wrong), it's never frustrating. Swear-inducing, maybe, but never unfair. And that's a good thing because it means you'll never want to give up, even if you find yourself totally stumped.

That Capcom has managed to allay our fears of the game lacking replay value is really the golden icing on this particularly piratey cake because we always knew *Zack & Wiki* was going to be good – we just didn't realise how good. A great review means nothing if it doesn't sell so we'll repeat our plea: please, we implore you, buy *Zack & Wiki*. If you don't, then you can't complain five years from now when all you'll be able to buy is awful movie tie-ins. ✚

Nintendo Verdict
THE OFFICIAL MAGAZINE

- Awesomely cute visuals
- Plenty of sly humour
- Genuinely challenging puzzles
- Never gets frustrating
- Tons of replay value

Never have we been so amused, challenged and impressed by a game all at the same time.

94%

The Best Wii™ Game Reviews

THE OFFICIAL MAGAZINE
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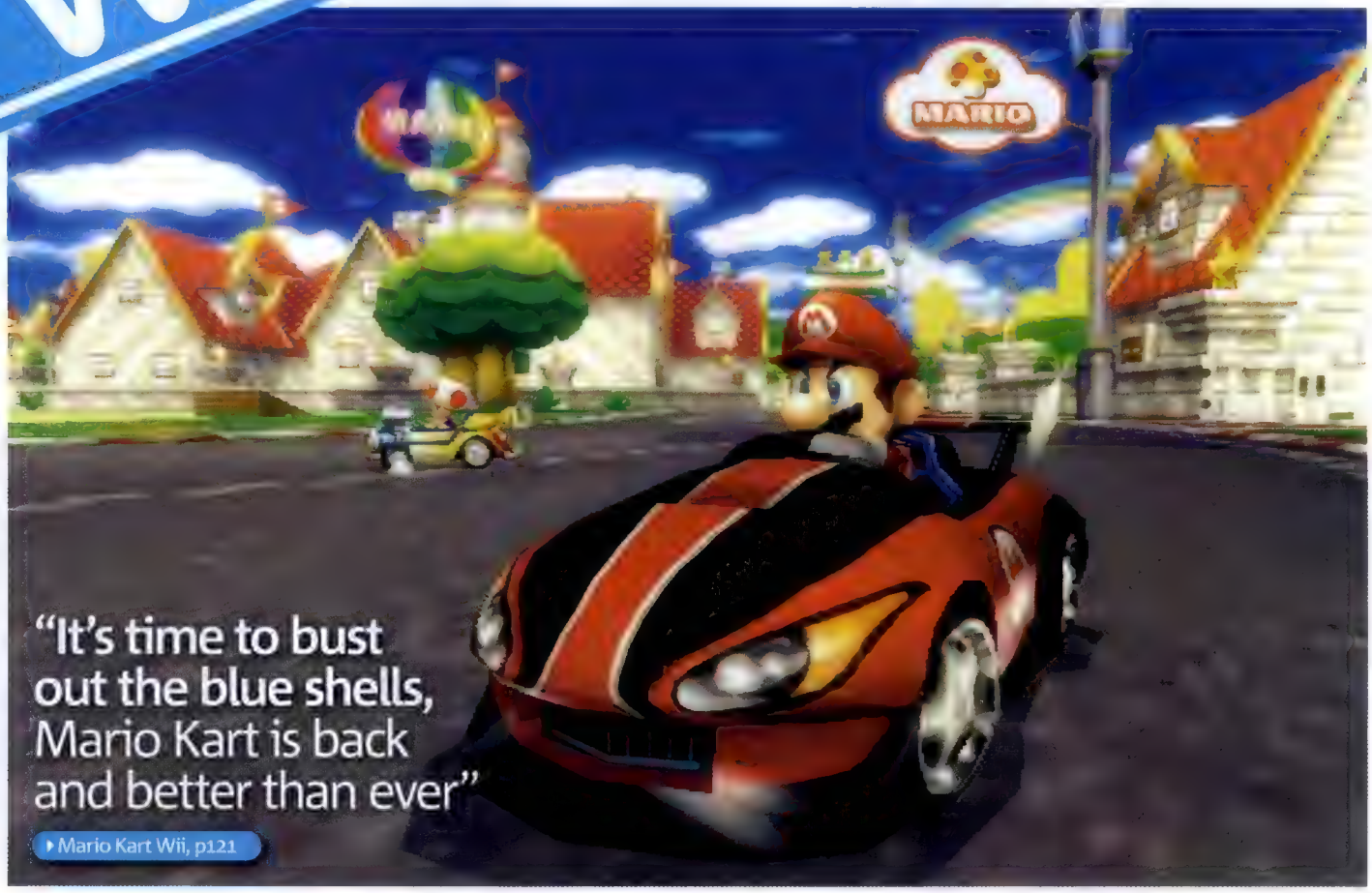
AUSTRALIA · NEW ZEALAND



"It's time to bust out the blue shells, Mario Kart is back and better than ever"

Mario Kart Wii, p121

Racing Games

- F Zero X 119
- Wave Race 64 120
- Mario Kart Wii 121

Wet wet wet
Awesome water physics and a top stunt system – what more could you want?

Our ratings explained

0-19% Unplayable
A bad idea poorly implemented. Forget it, move on.

20-49% Poor
Restricted fun swimming in a sea of mediocrity.

50-69% Average
Good bits balanced by bad bits, although perhaps die-hard fans will get more out of it than general gamers.

70-84% Good
If you're prepared to take the rough with the smooth then there's plenty of entertainment here.

85-89% Excellent
A diamond in the rough. Only minor problems with design, difficulty or controls affect this game.

90+% The Gold Award
You've died and gone to gaming heaven! Flawless gameplay and sumptuous presentation make games rated this highly utterly essential.

GOLD AWARD Nintendo

OUR PROMISE

Speed Racer

Wii Virtual Console

F-Zero X

Break-neck speed hits the Virtual Console

Publisher Nintendo **Multiplayer** 1-4

The Virtual Console provides over 200 different retro games from a myriad of consoles spanning more than 20 years. Nearly every gaming genre you can think of is represented on the service and the racing genre is one of the ones that's getting better everyday.

Besides *Mario Kart 64* and the SNES version of *F-Zero*, there's a few in there that we can confidently recommend any budding boy racers should spend their cash on including *Wave Race 64*, *1080 Snowboarding* and the popular *Cruis'n USA*. Thankfully, this also now includes the addition of the fantastic *F-Zero X*, the fully 3D Nintendo 64 sequel to one of the Nintendo's most popular SNES games.

In case you're not familiar with *F-Zero*, this is the second game in the series and is a racing game set in the future. Every racer drives their own hover car and they go at insanely fast speeds. There are no rules and it's perfectly acceptable for you to ram into opponents and force them to explode. Lovely stuff then.

"Loop-the-loops, tracks without walls... **you name it, it's in F-Zero X**"

From Zero To Hero

F-Zero X lets you choose one of up to 30 different vehicles (more are unlocked as you win championships) and take part in a huge variety of high-speed races in all manner of weird and wonderful tracks. Loop-the-loops, explosive barriers, tracks without walls which lead to sheer drops... you name it, it's in *F-Zero X*.

Graphically the game's very basic, even for an N64 game: most of the ships only consist of a few polygons and the tracks don't have a lot of background scenery. This is deliberate though because it leads to a number of beneficial features. For starters, the lack of detail means everything can be processed extremely quickly, meaning races nip past at an astounding speed with no slowdown whatsoever. It's faster than a greased pig wearing jet-powered rocket skates that's just fallen off the side of a cliff.

The lack of detail also allows many more cars to appear on the track at once: all 30 of the game's vehicles take part in each race: a feat that not many other racing games can claim. It gives the game a grand sense of scale to know that you're competing against so many other racers.

As well as the standard racing action that you'd expect, *F-Zero X* also has a brilliant Death Race mode. Here you race an endless number of laps on a track and attempt to take out all 29 of your opponents as quickly as possible by either ramming them off the track or performing spin attacks on them to make them explode. It's a really addictive mode and an interesting spin (no pun intended) on the usual Time Trial stuff you find in other racing games (which, incidentally, is also available here).

F-Zero X is one of the fastest racing games ever created and it's well worth a purchase on Virtual Console. Just be sure you're good at not blinking for long periods of time. ✚

Fast Fox

"F-Zero X is **one of the fastest racing games ever created** and it's well worth a purchase on Virtual Console"

Mass Effect

CONTROLS

Classic Controller

Nintendo Verdict

THE OFFICIAL MAGAZINE

- Seriously fast
- 30 cars on-screen at once
- Loads of imaginative tracks
- Fun Death Race mode
- It does look pretty basic

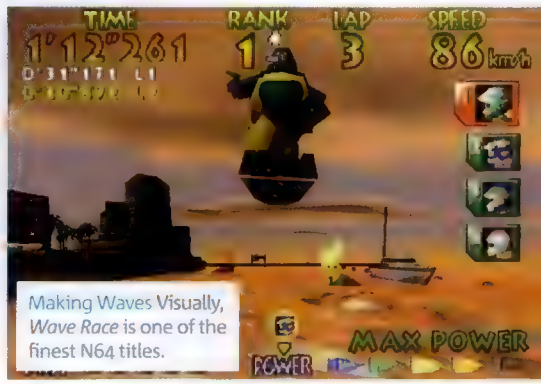
Wii Points Card SHOP

It's faster than a fat lad chasing an ice cream truck and well worth the 1,000 Points.

92%

Hanging Ten There's a cool stunt system included for the experts to dice with.

Pond Life There's a nice variety to the courses. Drake Lake is one of our favourites.



Making Waves Visually, *Wave Race* is one of the finest N64 titles.

Wii Virtual Console

Wave Race 64

It's got more waves than the Queen's schedule

GOLD AWARD Nintendo

Publisher Nintendo | Multiplayer 1-2

Ask any game developer what the most difficult thing is to create in a game and there's a pretty good chance they'll tell you it's water. Ever since the advent of 3D gaming developers have struggled to achieve realistic water effects. Although nowadays many current-generation games have water which looks fantastic and flows in the right way, many of them still have poor water physics. In other words, when you move through the water it doesn't feel like the flow is affecting your movement like it should. So you can imagine the scepticism when only a couple of years into the polygon phenomenon Nintendo announced that *Wave Race 64*, its upcoming jetski racing game, would have incredibly realistic water physics.

Did they manage it? They did, actually. Racing a jetski through the harsh seas in *Wave Race 64* feels so realistic that even 11 years after its release there's not much in gaming that betters it. You really do feel like you're fighting against each wave and it's important to learn which parts of the course have choppy water and which have still seas that are easier to traverse.

Sort The Men From The Buoys

Each of the game's stages takes the form of an elaborate slalom race, in which you have to stay as close to the front of the pack as possible while riding in between coloured buoys on the water. When you miss a buoy you lose your top speed and have to build it up by passing subsequent buoys correctly: naturally this gives opponents a chance to gain on you. Miss five buoys in a race and you're disqualified. While this may sound a bit tricky, it's actually pretty easy to stay on track. The trick is to get through the buoys while still keeping hold of first place.

Interestingly, while (as a Virtual Console game) the game's original N64 graphics haven't been given a facelift of any sort, some of the sponsors and advertisements throughout the game have actually been changed slightly since the original release. See, the N64 original had advertising banners promoting Kawasaki, however in the 11 years since the game was released Nintendo's licensing contract with Kawasaki ran out. So rather than getting hit with a lawsuit, the Kawasaki ads have been replaced with ones saying "Wii" and "DS". It's strange playing a game which is more than a decade old but features DS adverts in it, but this doesn't detract from our enjoyment of what is still one of the best racing games to be released on any Nintendo console.

Wave Race may not look anywhere near as good as the current racing games released these days, but in terms of how it feels there's very little out there which can better it. And when you consider that it's only 1,000 Wii Points, anyone who's never played it should really have no excuse not to, pardon the pun, splash out. ✚

> "You really do feel like you're **fighting against each and every wave**"

CONTROLS

Classic Controller
As an N64 Virtual

Nintendo Verdict
THE OFFICIAL MAGAZINE

- Fantastic water physics
- Addictive gameplay
- Nice stunt system
- Provides a good challenge
- New ads feel a bit weird

Wii Wii Points Card SHOP

With some stunning water physics, this is one of the best racing games ever released.

90%

Whizz Wheels If Nintendo doesn't make a toy car out of this, we'll sulk for weeks.

Wii

Mario Kart Wii

Guaranteed to put a tiger in your tank

Publisher Nintendo | Multiplayer 1-4

Admit it: how many of you were a bit nervous when Nintendo announced *Mario Kart Wii*, thinking it might be a 'rush job' to fill a gap in the Wii release schedule? How many saw the bikes and thought "they've ruined *Mario Kart*"? Deep down, we were worried too. But it's all turned out fine...

Long story short: it's *Mario Kart*. It's not some twisted monster that used to be *Mario Kart* and has now mutated into some horrible kart/bike shambles. That familiar, addictive *Mario Kart* gameplay is still there, only now it's even better.

Don't Go Breaking My Kart

There are 32 tracks – 16 new ones and 16 retro circuits. Although a couple of the new tracks are similar to ones in older *Mario Kart* games, most of them are fantastic additions and have some great quirks. The retro tracks have been given a bit of polish, so even the SNES tracks look great.

Of course, the proof is in the gameplay – and, thankfully, it's great. Don't think that this is just an updated version of the GameCube's *Double Dash!!*. If anything, it's an updated (and obviously much better looking) version of *Mario Kart DS*.

There are four big gameplay differences that greatly affect the way the game is played. The first is the most obvious: the inclusion of the Wii Wheel. Believe it or not, the wheel actually works really well. Yes, it's just a plastic shell but it does add to the atmosphere.

The second big difference is the removal of snaking. Ever since the N64 game, practically every *Mario Kart* has included the ability to get a speed boost by waggling the controls left and right as you powerslide. This has finally been scrapped, and now your speed boost is determined by how long you can hold the slide. So all you do is the usual 'hop and slide', then as you turn the corner a blue spark appears. You can either let go and get a speed boost, or keep sliding until you get a red spark which gives you a better boost.

Thirdly, there are now 'tricks' that can be performed during jumps, and this isn't as complicated as it sounds. All it means is that any time your kart goes off a jump you simply flick the Wheel upwards and your character will perform a stunt, getting a speed boost when they land. It totally changes the way you think about races and is a great substitute for snaking as it allows you to get speed boosts on straights but is simple enough that anyone can do it.

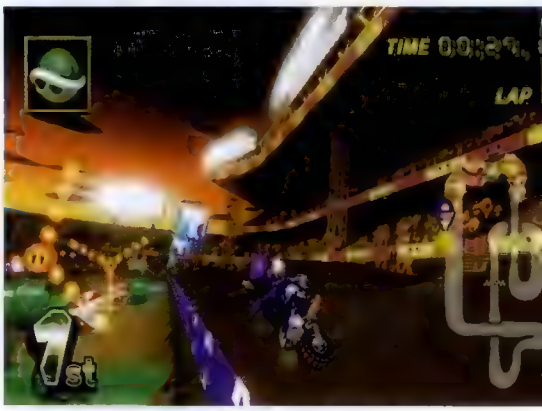
Finally, the bikes. They were a controversial inclusion, but the truth is that they work very well. In fact, they don't handle too differently from the karts. The main difference to consider is that they only get blue boosts when turning, not red. Although this may seem like it makes the bikes weaker than karts, there's a reason for this: your bike can also do a wheelie on any straight for a slight speed boost.

As if that wasn't enough, the online options are the best we've ever seen in a Nintendo game. You can take part in 12-player races, create your own private race room, download challenges set by Nintendo and download the ghost times set by the world's top 100 racers on any track.

Despite our initial fears, *Mario Kart Wii* is one of the most enjoyable racing games we've ever played. Whether you're a casual gamer or a *Mario Kart* die-hard, this is an essential game. ✚

What Licence? That's what happens when you make a dinosaur drive. Don't accept a lift from Yoshi.

Alley-Oop! The ramps up the side of this track can be used to perform tricks and gain extra speed.



Out Of My Way! Multiplayer is as much about strategy as all-out speed. Think ahead!

Nintendo Verdict

THE OFFICIAL MAGAZINE

- Addictive *Mario Kart* gameplay
- Fantastic fun in multiplayer
- Loads of online options
- The new stunt system is great
- The Wii Wheel works well

***Mario Kart Wii* is a fantastic racer and the best online Nintendo game ever.**

94%

Playing Games On Your Wii

Wii games are just the tip of the gaming iceberg

It's probably obvious to most people that a Wii is designed to work with Wii games, but your new machine can actually do a lot more than that. In this section of the magazine, we'll be telling you exactly how you can get your hands on the hundreds of games that are currently available – and what to do with them...

Wii Games

It goes without saying really, doesn't it?

What are they?
These are the games that are built specifically for the Wii. They've been developed with the console's motion-sensing technology in mind.

How many are there?
There are just under 200 dedicated Wii games available right now. These cover a wide range of genres from World War II action games to cooking games to sports games to relaxing underwater exploration games and much, much more.

How much do they cost?
Wii titles range in price from around $49.95 to $99.95 depending on the complexity and type of game in question.

What do they look like?
Wii games come on proprietary discs, which are much like DVDs. They're packaged in DVD-style cases.

Where can I get them?
Most good electronics, department stores and toy shops will stock the popular games – try JB Hi-Fi, K-mart, Target, Big W, Myer and Toys-R-Us. Any hard-to-find titles, you'll easily pick up at a specialist gaming shop such as Game or EB Games.

Do I need anything else to play these games?
Nope, you'll only need the bits that come packed in the Wii box.

Where can I find out more?
There are dozens of Wii reviews in this very magazine but for our Top 50, check out the Rated section over on page 130.

GameCube Games The Wii says hello to its little brother

What are they?
The GameCube is the Nintendo machine that was on the shelves before the Wii was released. It was host to some of the best games of the previous generation and boasts a massive library of games.

How many are there?
There are hundreds of GameCube games available, including *Super Smash Bros Melee, Metroid Prime, The Legend Of Zelda: Wind Walkers* and *Resident Evil 4*.

How much do they cost?
Because the GameCube is an old console, you can pick up even the best titles for very cheap indeed.

What do they look like?
GameCube games come on proprietary mini-DVDs. They're like CDs and DVDs, only much smaller – but the Wii's disc drive will still suck them in and play them anyway! Yes, it's magic.

Where can I get them?
Regular stores don't tend to stock GameCube games as the machine itself is now yesterday's news. However, many independent games stores still have old stock and second-hand offerings. You can also find some fantastic bargains on auction sites such as eBay or even in charity shops or at market-style sales. Of course, if you're the proud owner of a GameCube, you should be celebrating your ready-made games library!

Do I need anything else to play these games?
Yes, you'll need a GameCube controller and memory card. Because of the Wii's popularity these are increasingly common in independent games stores and online. You can find out more about the pad in the section entitled 'Wii Peripherals' over on page 126.

Where can I find out more?
Jump online and you'll find more sites about GameCube games than you could shake a Wii Remote at. It's easily one of the most popular early-generation consoles, so you'll have no problems picking up a solid collection of GameCube titles to round out your Wii library.

WiiWare Games Cheap, cheerful, original content

What are they?
WiiWare games are digital download titles created specifically for the Wii – you won't find them on any other console.

How many are there?
As the service only launched earlier this year, there are only a few dozen WiiWare games in existence at the moment. This number is expected to grow significantly over the next year though.

How much do they cost?
WiiWare titles are bought using 'Points', but the monetary equivalent puts their prices at between $7.50 and $20. Like we said, they're incredibly cheap and cheerful.

What do they look like?
They don't. You can't buy these games in the shops. The idea is that without the need for any publishing and packaging costs, small developers can afford to make great games available for download at a very low price.

Where can I get them?
Through the Wii's Wii Shop Channel.

Do I need anything else to play these games?
Yes, you'll need to have a broadband connection at home in order to connect to the Wii Shop Channel. You can find out more about this channel in our section entitled 'Wii Channels' over on page 96.

Where can I find out more?
You can check out the highest rated WiiWare games in our Rated Wii Shop section on page 136.

Virtual Console Games Golden oldies from years gone by

What are they?
Virtual Console games are classic games taken from the past two decades' worth of games machines such as the NES, Super Nintendo, Nintendo 64, Sega Megadrive, SEGA Mastersystem, NEO GEO and more.

How many are there?
Nintendo releases at least one a week (sometimes more), so there are now over 250 available.

How much do they cost?
As with WiiWare, Virtual Console titles are bought using 'Points', but the monetary equivalent means they cost between $7.50 and $20. As they used to sell for up to $90 a piece, that's a real bargain!

What do they look like?
As with WiiWare games, VC games don't have any physical presence as they're only available as digital downloads.

Where can I get them?
Through the Wii's Wii Shop Channel.

Do I need anything else to play these games?
Yes. You'll need to have a broadband connection at home in order to connect to the Wii Shop Channel. You can find out more about this channel in our section entitled 'Wii Channels' over on page 102. You may also need to buy a Classic Controller for some games – these can be picked up in most games stores. You can find out more about the controller (and other optional gadgets) in the section entitled 'Wii Peripherals' on page 126.

Where can I find out more?
To see which games you should be buying, check out the highest rated Virtual Console games in our Rated Wii Shop section over on page 134.

T3 MAGAZINE

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Wii™ CHRISTMAS CRACKERS

Get your Christmas list ready – there are so many Wii games how do you choose from them? Plus, which peripherals do you need to have the maximum amount of fun? Relax – we've got you covered over the next few pages of rated games and great gadgets. Enjoy!

Peripheral Vision

A look at the extra hardware you can buy for your Wii

You probably saw a whole host of Wii accessories on the shelves when you bought your Wii but what do they all do and do you need them? Certain types of controller are required to play certain games (for example you'll need a GameCube controller to play GameCube games on your Wii) but for the most part the things that come in your Wii box will see you through. When Nintendo does introduce new accessories it tends to package them in with the game they're used with.

Wii Wheel

$19.95 or free with Mario Kart Wii

The Wii Wheel is a small plastic shell which is shaped like a steering wheel. There's a hole in the middle of it which the Wii Remote can be handily placed inside. Although the Wheel doesn't do anything on its own, its shape adds greatly to the experience of playing a racing game. Many racing games make you hold the Wii Remote on its side and turn it left and right to steer, so the Wii Wheel makes you feel like you're actually driving rather than just turning a controller. A Wii Wheel is provided free with *Mario Kart Wii*, which was designed with the shell in mind. It's also great for other arcade style racing games.

USB Keyboard

$varies

One of the Wii's most interesting features is its ability to connect online using a wireless router. This allows you to access news and weather facilities, download old games or use the downloadable Internet Channel to surf the web from the comfort of your couch. If you're going to use the Internet Channel to send emails or use internet forums however, you'll quickly realise that using the on-screen keyboard can be a slow process. Thankfully, the Wii allows you to plug in any PC USB keyboard into one of its USB ports and use that to type quickly. You'll definitely need one if you're intending to buy *Animal Crossing* for Wii!

Classic Controller

$29.95

If you're a fan of retro gaming and you want to make use of the Virtual Console services to download old games, the Classic Controller is an essential piece of kit. While you can still play NES, TurboGrafx and Mega Drive games with the Wii Remote, the Classic Controller is needed to play SNES and Nintendo 64 games the way Nintendo intended them to be played. It simply plugs into the bottom of the Remote and acts as an old-school joypad, giving you the true retro gaming experience.

WiiSpeak

$49.95

Ever since the Nintendo DS appeared with Wi-Fi connectivity and online multiplayer, many Nintendo gamers have been asking for proper voice chat during video games. That's where WiiSpeak comes in. It's a special microphone which plugs into the Wii and sits above your TV. It picks up the voices of you and anyone else in the room, allowing for a more social experience. The WiiSpeak will be available on its own or as a bundle with *Animal Crossing: Let's Go to the City*, the first game to support it. Plus, the Wii Speak comes with a code that lets you download the Wii Speak Channel at no extra charge.

SD Card

From $19.99

On the front of the Wii is a small flap. Usually this flap is only opened when people want to press the Sync button to re-sync their Remotes or Wii Balance Boards, but there's also a slot in there which holds an SD Card. These cards are widely available at a variety of prices and can store anything from 128Mb to 4Gb. You can store any saved Virtual Console or WiiWare games on your SD Card if you want to save space and don't want to download them again. If your digital camera also uses SD Cards, you can plug these into the slot and view the photos on them in the Wii Photo Channel.

Wii Zapper

$49.95 with *Link's Crossbow Training*

Back in the day, Nintendo packaged a Zapper gun with its NES console. 20 years later the Zapper is back, as a shell that can be attached to the Wii Remote. Basically, the Remote and Nunchuk plug into the Zapper shell in such a way that you can use the Remote's pointer to aim, use the B trigger to shoot and use the Nunchuk's analogue stick for movement. The Zapper also comes with *Link's Crossbow Training*, a collection of mini-games designed to show how well the Zapper works with shooting games. Wii remote and Nunchuk not included.

Balance Board

$149.95 with Wii Fit

The Balance Board is the latest Nintendo creation and has already taken the world by storm as a key part of *Wii Fit*, Nintendo's health management game for the Wii. It's effectively a complex set of scales, with loads of weight sensors inside it which can detect even the most miniscule shift of balance and weight from anyone standing on top of it. Although the Balance Board was originally designed for *Wii Fit* there are a load of new games coming soon which will also make use of it. These include *Skate It* and *Shaun White Snowboarding*, which see the Board doubling as a skateboard and snowboard respectively.

GameCube Controller

From $15 second hand

As you may know, the Wii is also compatible with the large back catalogue of games for the GameCube, Nintendo's previous console. Obviously though, the GameCube wasn't played with the Wii Remote and was instead played with a more traditional controller. Handily, the Wii has four ports at the top of the console which let you plug in your GameCube controllers. Not only that, Cube pads can also be used to play the Virtual Console games that otherwise require the Classic Controller. There are even a number of Wii games that support the GameCube Controller as a control method, such as *Mario Kart Wii* and *Super Smash Bros. Brawl*.

GameCube Memory Card

$10-$30 second hand

Although the Wii can also play GameCube games, it can't save games to its main memory like it can with other Wii games. That's because when it plays GameCube games it effectively pretends it's a GameCube, meaning it doesn't know anything about Wii storage or the like. The only way you can save a GameCube game is to use a GameCube Memory Card, and thankfully the Wii has slots for two of the fellows right next to the GameCube controller ports. Memory Cards are pretty hard to come by these days though: your best bet is somewhere like eBay.

Rated Wii

Got a Wii? Here are the top 50 titles released so far...

BATTALION WARS 2 90%

BOOM BLOX 90%

CALL OF DUTY 3 86%

CRAMIUM RADCOM

83%

DANCING STAGE: HOTTEST PARTY 86%

DEEP ADVENTURE 84%

Wet And Wild

ENDLESS OCEAN

84%

DRAGONBALL Z: BUDOKAI TENKAICHI 3 84%

ELEDEES 85%

EXCITE TRUCK 84%

FIFA 08 82%

GHOST SQUAD 83%

GUITAR HERO III 90%

HARRY POTTER AND THE ORDER OF THE PHOENIX 82%

HEATSEEKER 87%

THE LEGEND OF ZELDA: TWILIGHT PRINCESS 97%

LEGO INDIANA JONES 82%

LEGO STAR WARS: THE COMPLETE SAGA 82%

MADDEN 08 88%

MARIO & SONIC AT THE OLYMPICS 90%

MARIO KART WII 94%

METAL SLUG ANTHOLOGY

82%

MARIO STRIKERS CHARGED FOOTBALL 90%

MORTAL KOMBAT ARMAGEDDON 85%

METROID PRIME 3: CORRUPTION 94%

MYSIMS 94%

NO MORE HEROES 88%

OKAMI 95%

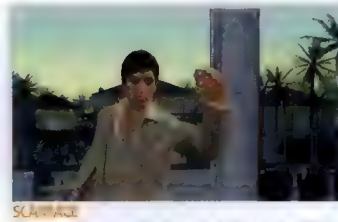
PRO EVOLUTION SOCCER 2008 90%

RED STEEL 91%

RESIDENT EVIL: UMBRELLA CHRONICLES 88%

RESIDENT EVIL 4: WII EDITION 93%

SEGA SUPERSTARS TENNIS 89%



SCARFACE

83%

"An absolute blast to play – it's just a shame that the single-player adventure only lasts for about six or seven hours"

The Force Unleashed, reviewed page 31

SNOWBOARDING 81%

SONIC AND THE SECRET RINGS 81%

SUPER MARIO GALAXY 97%

SUPER PAPER MARIO 81%

STAR WARS: THE FORCE UNLEASHED

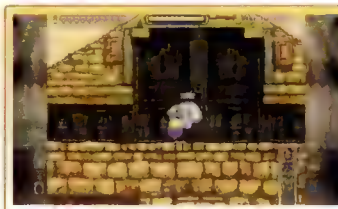
82%

SUPER SMASH BROS. BRAWL 95%

TOMB RAIDER ANNIVERSARY 90%

TONY HAWK'S DOWNHILL JAM 85%

TRAUMA CENTER: SECOND OPINION 84%



WARIO LAND: THE SHAKE DIMENSION

88%

WARIOWARE SMOOTH MOVES 92%

WE LOVE GOLF 85%

WII FIT 91%

WII PLAY 91%

WII SPORTS 90%

ZACK & WIKI 94%

Wii Settling Scores

Disagree with our Wii top 50? Set the record straight by emailing us!

Pro Evolution Soccer 2008

I'm glad that Konami's PES 2008 is a good game, but I honestly don't think it should be eight out of ten. The controls work brilliantly, and the online gameplay only adds to the fun. I'd give it a slightly higher score of around 9/10, because for their first try Konami have produced one hell of a game. phillip203249

Rayman Raving Rabbids

One of the finest mini-game compilations on the console. I have played every [illegible] multi-player and the ultimate [illegible] Oddworld98

Super Paper Mario

Super Paper Mario only got 82%?! The game is total f, worth a Gold Award. With fantastic jokes and humour, a gripping story, plus three playable characters, it's worth 92%. Yinga Garten

Metroid Prime 3

How could you have given *Metroid Prime 3* such a high score? Sure, the graphics are fantastic but the gameplay is too linear and the 'Gravity' theme of the game becomes depressing! It should not have higher than 80%. -mohsi-

Super Mario Galaxy

This is a great game, but it isn't the best Wii game out there. The gravity takes too long to get used to, the controls in the Thunder Ball and Manta Ray games aren't great, and the game isn't worth 97%. 92% is more reasonable. Dark_Dragon01

Boogie

I believe you have definitely overrated Boogie. The microphone is [illegible] sensitive, the dancing feels unresponsive at times and overall it's just a real chore. 56% maximum. Wiintendo

Super Smash Bros. Brawl

I was really looking forward to the *Brawl* review – and you had me. *Brawl* is one of the best games ever created. It's let down by minor problems, but [illegible] why not *Brawl*. StriderHedgehog

Rated DS

Got a DS? Here are the top 50 titles released so far...

ADVANCE WARS: DARK CONFLICT 90%

ADVANCE WARS DUAL STRIKE 90%

ANIMAL CROSSING: WILD WORLD 95%

ANOTHER CODE 90%

BOMBERMAN DS 88%

CALL OF DUTY 4 83%

CASTLEVANIA: PORTRAIT OF RUIN 90%

CLUB HOUSE GAMES 90%

COOKING GUIDE 80%

CONTACT 87%

Black Magic Never [illegible] like this, this is how you get people to take you seriously

CUSTOM ROBO ARENA 84%

ELITE BEAT AGENTS 87%

FINAL FANTASY III 90%
With all the series [illegible]

FINAL FANTASY XII: REVENANT WINGS 90%

KIRBY CANVAS CURSE 90%

KORG DS-10 94%

THE LEGEND OF ZELDA: PHANTOM HOURGLASS 95%

"It's engaging to play and utterly gorgeous to look at"
Final Fantasy IV

MARIO & LUIGI PARTNERS IN TIME 90%

MARIO & SONIC AT THE OLYMPIC GAMES 90%

MARIO KART DS 95%

METEOS 92%

METROID PRIME HUNTERS 93%

MICRO MACHINES V4 84%

MYSIMS DS 86%

NANOSTRAY 85%

"It's daft, it's original and it's **one of the most colourful, heart-warming games** on the DS"

▶ Viva Piñata: Pocket Paradise

VIVA PIÑATA: POCKET PARADISE

It's daft, it's original and it's one of the most colourful, heart-warming games you'll find on the DS. The idea of attracting small animals made of paper to your garden and making them mate and reproduce may sound odd but you'll be hooked. This is a must for any fans of *Animal Crossing* or *Harvest Moon*

NEW

90%

NEW INTERNATIONAL TRACK & FIELD 84%

Konami's resurrection of a vintage gaming series runs Mario & Sonic very close. With 24 events, hidden characters and full Wi-Fi multiplayer

NEW SUPER MARIO BROS. 96%

The fantastic gameplay of the classic NES and SNES platformers returns for this DS outing with a graphical update worthy of the current generation

NINTENDOGS 92%

Teaches you to really care for your handheld hound as you feed him, play fetch with him for walks and enter contests. Once it's got its claws into you, you won't be able to let go

POKÉMON TROZEI 83%

This Poké puzzler is like *Zoo Keeper* only with Poké monsters instead of caged animals. With more depth than *Zoo Keeper*, this isn't just for Pokémaniacs and will keep you busy for ages

POKÉMON DIAMOND/PEARL 92%

Pretty similar to all of the previous games but of course it's a Pokémon RPG that's genuinely new if you're playing for months this is it

POKÉMON MYSTERY DUNGEON 2 84%

It is very similar to its predecessor but this is still an enjoyable romp. The addition of Wi-Fi capabilities makes it more accessible than the last game too

PRO EVOLUTION SOCCER 2008 90%

Assuming you don't have the previous instalment of this football gem, then there's no point in even thinking about buying another DS footie game

RACE DRIVER: GRID 89%

A fantastic racer with incredible graphics, a long, career mode, loads of customisation options, including a great track creator and full Wi-Fi multiplayer

SPACE INVADERS EXTREME 84%

What do you get when you take a 30 year old game and give it a 21st century overhaul? One of the most stylish and action packed DS games of the year

PICROSS DS

87%

SEGA SUPERSTARS TENNIS 90%

The DS version of this great tennis game is even more technically impressive than its bigger brother on the Wii. One of the best-looking DS games

SOUL BUBBLES 93%

Soul Bubbles oozes originality, from start to finish. Fantastic graphics, some clever puzzle-based gameplay and some of the best physics we've ever seen in a game

SONIC RUSH ADVENTURE 92%

Takes Sonic's weapon its predecessor's qualities while also adding great new 3D exploration sections. This is the best Sonic game for an absolute age

SUPER MARIO 64 DS 89%

Seeing this in action on the DS is mind-blowing. Not only is it a great remake but with extra mini-games and different characters to play as, there's plenty to do

THEME PARK 83%

Building a theme park was enjoyable on the SNES way back and this updated DS version is almost identical but with a few extra options to keep you on your customers' backs

THE WORLD ENDS WITH YOU 88%

A fantastic action RPG adventure game with some highly impressive screen gameplay, a great script and a unique, soul-stirring art style

TONY HAWK'S AMERICAN SK8LAND 92%

Forget about getting *Downhill Jam* on DS because this is Tony's finest handheld game for years. Highly recommended

TOUCH GOLF 90%

Nintendo's first golf game has it all. Great control system of any fairway based game even as you use the stylus to swing your club. This is great stuff if you love your putting

WARIOWARE TOUCHED 91%

Yes it's another 200 odd bite-sized mini-games but the touch screen controls mean it's significantly more refreshing than the old GBA games. Essential

WORMS OPEN WARFARE 2 87%

The same up to eight blobs of the DS strategy game and there's a new mini-game per day prompt for the second week. It's more but it's no more

YOSHI'S ISLAND DS 87%

A pretty much identical game to your SNES make sure this purchase if those fuzzy old SNES games don't see the touch screen controls mean controlling that you'll find it difficult to resist

ZOO KEEPER 86%

Using the stylus to swap animals around to create matches makes it more addictive than the original but it's not the best thing in the world. But if you're after some stylus based

NINTENDO DS.

Settling Scores

Disagree with any of our review scores? Email and tell us why!

New Super Mario Bros.

This is the best game on DS. With its addictive 3D graphics and 2D gameplay it deserves more than it got, the only bad thing about this game is that it's fairly easy. 98% minimum.

mj scorpz

Kirby Squeak Squad

Kirby Squeak Squad is by far one of my favourite DS games. Using bubbles to store items and food is a great idea and even when you complete Story mode you can try and do it as fast as you can in extra mode. 90% at least.

Meta King

Animal Crossing: Wild World

Don't get me wrong, I love this game, but I fail to see how such a game can score 95%. How can it be rated the same as *Mario Kart DS* and *Super Smash Bros. Brawl*? It gets boring quickly, and is only saved by the replay value. It still deserves a Gold Award, but [illegible] better percentage.

Yoshiii

Final Fantasy III

I totally disagree with the comments I keep reading about *Final Fantasy III*. It is not boring, I think it should be scored higher. When I first played it I found it so hard to put down. I'd give it 93%.

Lottyangel4eva

Guitar Hero: On Tour

Guitar Hero: On Tour should be scored higher. I know it had a lack of songs but the control system works great with the Guitar Grip and Career mode is fantastic. This is one of the best DS games, 85% is more suitable for this game!

super-mario-wii

The World Ends With You

The World Ends With You is a masterpiece from the off. The enchanting music draws you in, the graphics are [illegible] animation and the story is just brilliant. *Phantom Hourglass* is good but this is on a whole new level. 97% for me.

Icarus_Kid

Sonic Rush Adventure

Sonic Rush Adventure should be rated higher. The ship sections are brilliant, it has a more original story than most Sonic games and it has classic high speed 2D action. This game deserves at least 9[illegible]%.

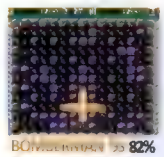
Homerlampshade

Rated Wii Shop

Don't waste your Wii Points – only download the best with our top 50 guide

10th SNOWBOARDING 91%

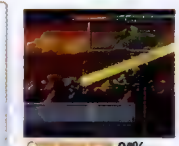
ALL [illegible] IN MIRACLE WORLD 83%



BOMBERMAN '93 82%

BONK III: BONK'S BIG ADVENTURE

89



CYBERNATOR 84%

DONKEY KONG COUNTRY 89%

DONKEY KONG COUNTRY 2 91%

DONKEY KONG COUNTRY 3 84%

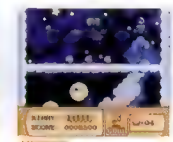
FANTASY ZONE 82%

F-ZERO 86%

F-ZERO X 92%

GUARDIAN HEROES 92%

KIRBY 64: THE CRYSTAL SHARDS 85%



KIRBY'S ADVENTURE 86%

No Kidding

[illegible] to be [illegible] the Wii! We can hope so.

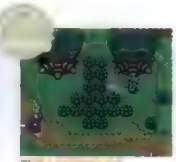
"Overlooked by many, this is a cult classic and **one of the best games available for 500 points**"

Nintendo

KID ICARUS

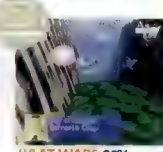
84

KIRBY'S DREAM COURSE 85%



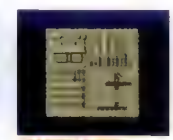
THE LEGEND OF ZELDA: A LINK TO THE PAST 95%

THE LEGEND OF ZELDA: OCARINA OF TIME 96%

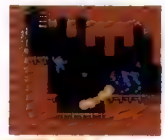


LYLAT WARS 94%

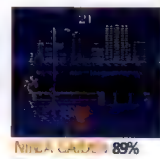
MARIO KART 64 93%



MARIO'S PICROSS 82%



MEGA MAN 2 86%



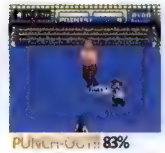
NIKA GAME 89%

PAPER MARIO 93%

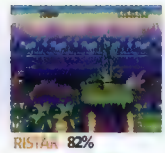
PHANTASY STAR II 90%

POKÉMON PUZZLE LEAGUE 86%

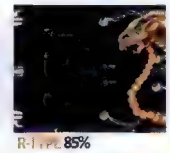
POKÉMON SNAP 85%



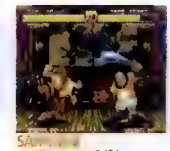
PUNCH-OUT!! 83%



RISTAR 82%



R-TYPE 85%



SHODOWN 81%

SIMCITY

84

SIN & PUNISHMENT 91%

SOLOMON'S KEY 87%

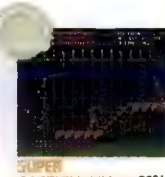
SONIC 3 93%

SONIC THE HEDGEHOG 92%

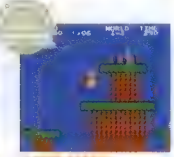
SONIC THE HEDGEHOG 2 94%

STREET GAMES 86%

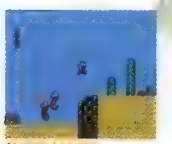
STREETS OF RAGE 2 90%



SUPER CASTLEVANIA IV 90%

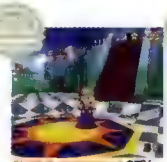


SUPER MARIO BROS. 93%



SUPER MARIO BROS. 2 87%

SUPER MARIO BROS 3 96%



SUPER MARIO 64 95%

SUPER MARIO WORLD 95%

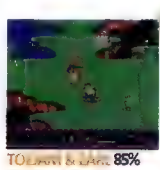
The Gun Show

SUPER PROBOTECTOR

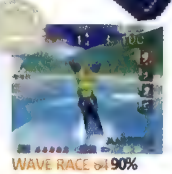
91

SUPER METROID 96%

SUPER STREET FIGHTER II 94%



TOEJAM & EARL 85%



WAVE RACE 64 90%

Flexible Friend

Wii
WiiWare

The best titles currently available on the WiiWare download service

Strong Bad's Cool Game For Attractive People
1,000 Points

A hilarious adventure game based on one of the Internet's funniest cartoons around. The point-and-click gameplay may put off some players, but those unfazed by that will love it.

88%

Final Fantasy Crystal Chronicles: My Life As A King
1,500 Points

Arguably the best of the WiiWare launch titles, this may be the most expensive one to touch but it's well worth it. It's hard to believe a game this deep is a WiiWare title.

88%

LostWinds
1,000 Points

If we see more WiiWare games like this we'll be very happy bunnies. The control system is great and the whole game just oozes charm. Our only problem is that the game is far too short.

83%

Dr Mario & Germ Buster
1,000 Points

A fantastic remake of the classic Nintendo puzzler, Dr Mario & Germ Buster is pretty addictive stuff. With two unique gameplay modes, full Wi-Fi multiplayer and Mii support, this is well worth your Points.

82%

Wild West Guns
1,000 Points

Take the shooting sections from Wii Play and Link's Crossbow Training and place them over a Wild West theme, and you've got this fun shooter. It's basic stuff but enjoyable nonetheless.

80%

TV Show King
1,000 Points

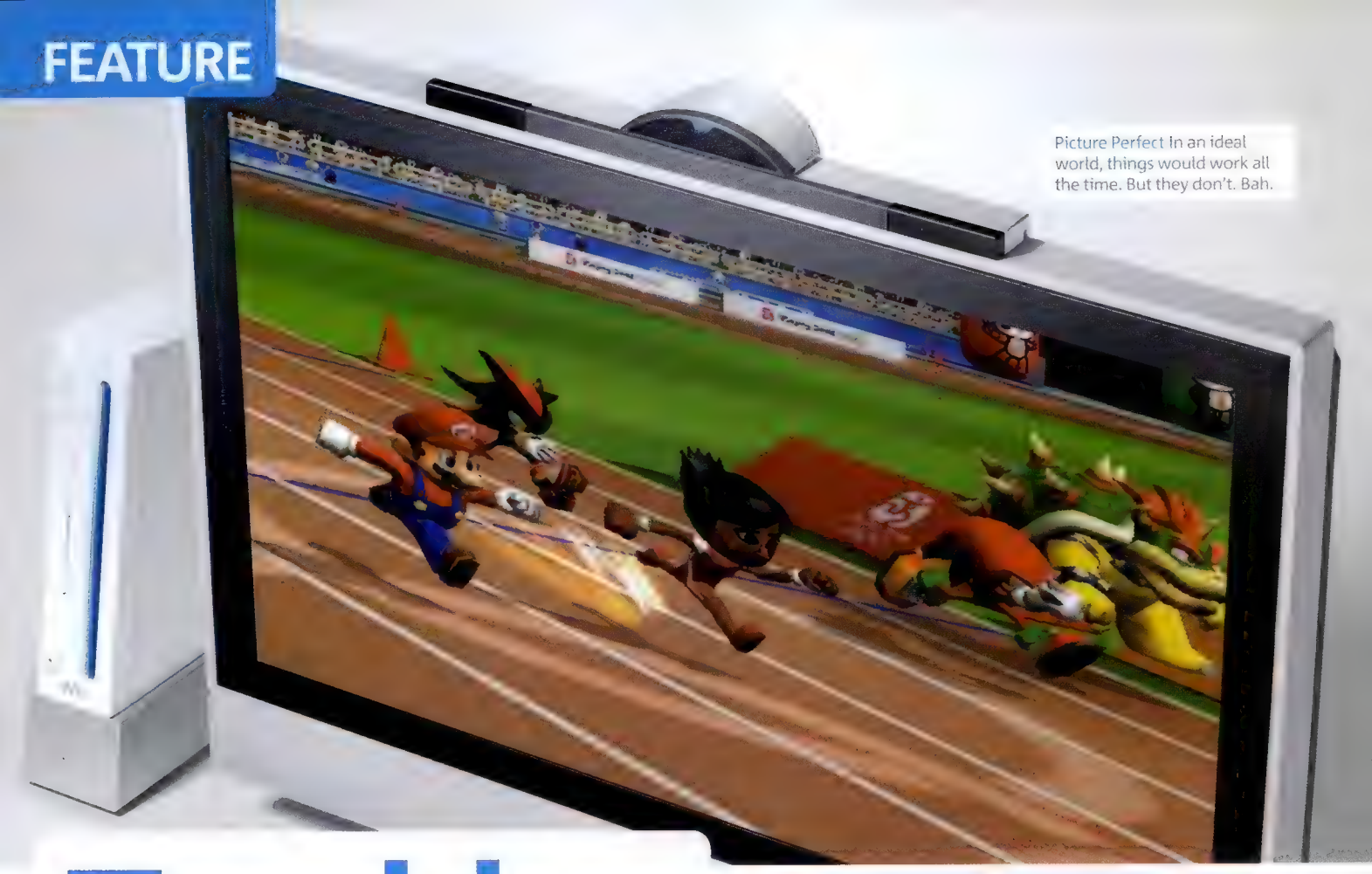
A bit like one of those quiz machines you get in pubs, this is an addictive trivia game for up to four players. It's a good job it's not a game show, otherwise you'd be skint in no time.

80%

Star Soldier R
800 Points

Top shoot 'em up let down only by the fact that you can only play two-player mode in trials, instead of playing through a full game. Shame, as it's great hardcore gaming.

79%



Picture Perfect In an ideal world, things would work all the time. But they don't. Bah.

Trouble Shooting

Having problems? Let's try to fix them!

However reliable Nintendo's machines and games may be, it's inevitable that things won't go smoothly all the time. That's why we've used this section to bring the most common problems together so they can be solved all at once.

If you can't find the answers you're seeking here, there's still help at hand. Your first action, as seems to be the case with all electronic equipment, should be to take the power cable out of the back of the machine, then replace it and start again. This will solve most problems. For detailed troubleshooting and system support, visit **www.nintendo.com.au** for all the info you'll need. For all further Nintendo enquiries, complaints, repairs or even to say that you just really love your Wii, here are the contact details you need:

Nintendo Customer Service
PO BOX 804
Ferntree Gully
VIC 3156
Tel: (03) 9730 9822
Monday to Friday 9:00am to 5:00pm (EST)

Freeze Frame Frozen game screen? Check that the disc is still in the drive, then switch everything off and start again.

Q. When I try to use my Wii Remote the lights just flash and then stop. What am I doing wrong?
A. Normally this is because the remote has either been synched to another Wii or because all four remote frequencies are being used. The answer is to switch off the Wii (press and hold the power button) and start up the machine again. Make sure there isn't an issue with your batteries and re-synch the remote – find out how to do this in the 'Out Of The Box' section on page 12.

Q. I was playing a game and it suddenly froze. Now I can't do anything and none of the buttons seem to have any effect!
A. First, check that the game disc hasn't been ejected for some reason. If it has, just push it back in and see what happens – in these cases, the game will often just restart on a static pause screen.

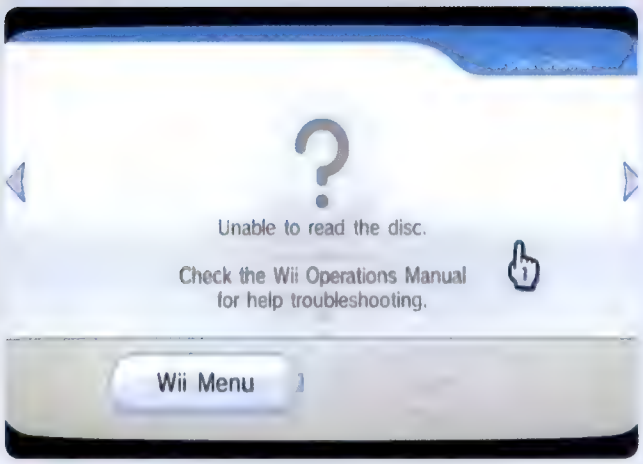
Occasionally games do freeze. When this happens you'll have no choice but to switch the machine off and start again. Very occasionally the power button won't work either (we lovingly call it a Wii brain freeze), so then you'll have to physically remove the power cable from the back of the Wii. Once you put it back in, everything should be fine.

Exit, Stage Right Don't forget that the Wii menu hub has several pages.

Q. I'm trying to connect to one of the Wii Channels but everything has frozen and I can't do anything.
A. See part two of the previous question.

Q. I'm connected to the Wii Shop but it keeps telling me there's an error when I try to download a game. What am I doing wrong?
A. If you've already connected to the Wii Shop and have been looking around, the chances are that either your broadband connection is misbehaving or Nintendo's Wii Shop is playing up.

You should disconnect and try again. If it still doesn't work you may need to leave it for an hour or so – sometimes the system does play up.



Read And Right Check you've not put the disc in the wrong way round...

Q. I've inserted a game disc but the Wii is telling me that it's not a disc it can recognise. But it's definitely a Wii game!
A. Believe it or not, you might have put the disc in the wrong way round. When the Wii's standing on its side, the top is on the right – as such, you need to insert the disc with the printed side facing right and the shiny side facing left. It's an easy mistake to make.

Q. I've been to the Club Nintendo website trying to redeem the points that came with my Wii and DS games but it keeps telling me I can't redeem them.
A. You need to contact the Service Centre for this one, we're afraid. You'll find their contact details on page 136.

Get The Point(er) If you've got any problems with your Wii Remote, the first thing you should do is try re-synching it via the Home button menu.

Q. My Wii is set up just fine but the remote's on-screen cursor keeps flicking on and off, if it works at all.
A. There are a few possible reasons for this. First, you should check that the batteries in your remote are okay – simply press the Home button on your Wii Remote to check the levels for each one in use.

If that isn't the issue, make sure you're not too far from – or close to – the TV as this will cause problems. Ideally, you should be between five and 20 feet away. You can adjust the sensitivity in the Wii Settings, which will help a bit (go to the 'Out Of The Box' section on page 12 to find out more about that).

Last, you should check that it's not too bright in the room or that your TV isn't positioned directly in front of a window. If you have really bright lights in the room or if strong sunshine is shining at either the remote or the sensor bar, it will cause problems. Draw the curtains to make sure this isn't the problem.

Memory Man You'll find that clearing your Wii's memory (whether you copy things to an SD card first or not) is the only way to get more games.

Q. I tried to buy a game from the Wii Shop but it told me I don't have any room left on my Wii!
A. There are two solutions for this. First, you can delete games that you don't play any more in order to make room (although you can download them again for free from the Wii Shop whenever you need them). Alternatively, you can save your games to an SD memory card and keep them stored before you delete them; open up the tab on the front of your Wii and insert an SD card into the slot provided.

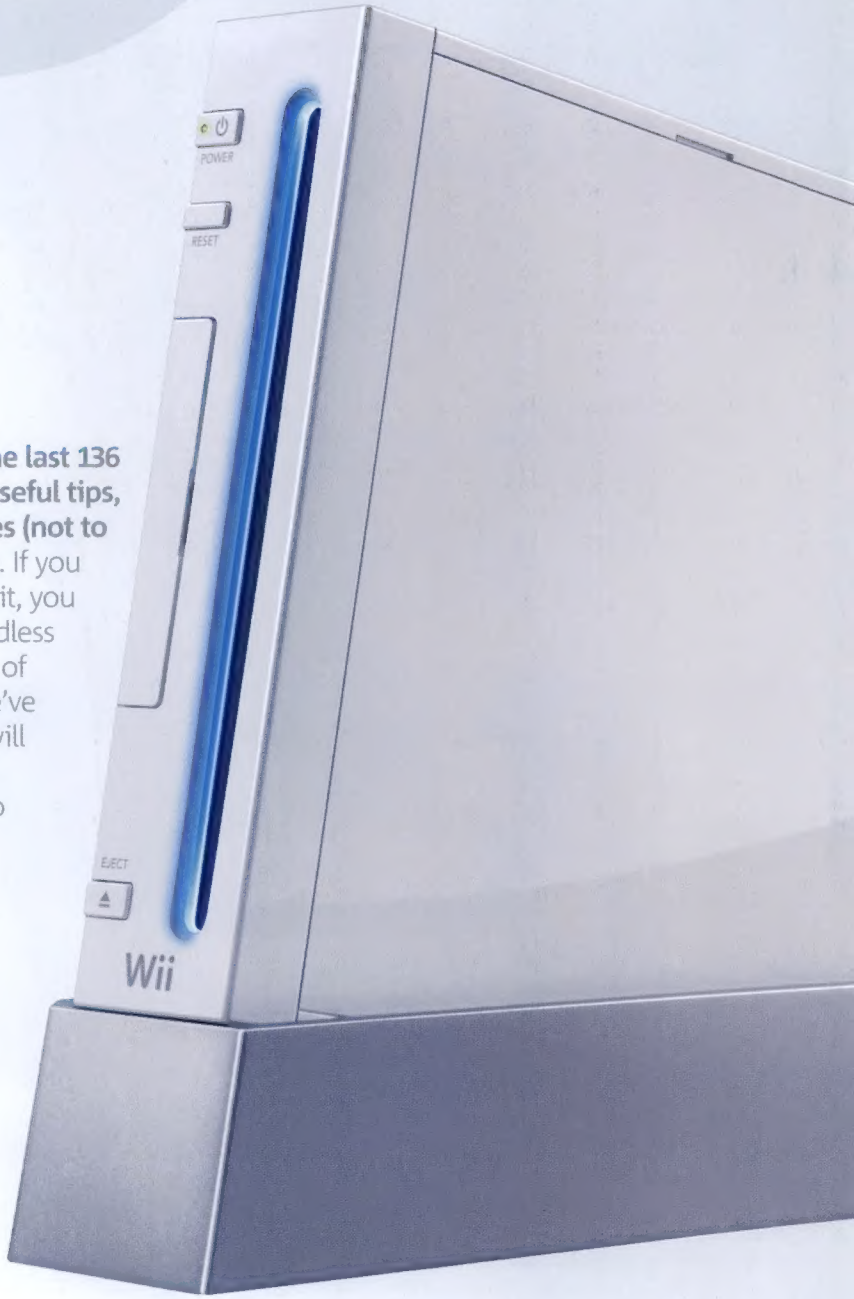
In both cases, getting the job done is simple. Click on the Wii button (bottom-left of the Wii hub screen), then choose Data Management and finally Wii Channels. All the games and channels saved on your Wii will appear here – clicking on one of them allows you to either copy them to your SD card or delete them completely. Sadly, you can't play games from an SD card; if you want to play a game you've copied, you'll have to move it back onto your Wii.

Issue 02 on sale January 28

FINAL CALL

And that, as they say, is about it...

As you'll probably have been able to tell from the last 136 pages, we've really managed to cram as many useful tips, handy beginner's guides and interesting features (not to mention those expert reviews) into this magazine. If you can call it a magazine, that is – there's so much in it, you might want to think of it as a book instead! Regardless though, we hope that what you've read has been of use to you and that you put into practice what we've been preaching. Used properly your Wii and DS will give you endless hours of fun and entertainment, so make sure you get out there and enjoy them to the fullest.



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www.nintendo.com.au

Wii™ Accessories

for the complete Multiplayer Experience

Wii Accessories

Wii Remote
Add Wii remotes to your collection for multi-player fun in tennis, golf, bowling and so much more.

Wii Wheel*
*Wii Remote sold seperately.
Battle it around the track with friends on Mario Kart Wii.

Wii Component AV Cable
For the best quality visual on your TV.

Wii Nunchuk
Play boxing and other multiplayer games with an additional nunchuk.

Wii Speak
Chat with freinds via Nintendo Wi-Fi connection. It's like you're all in the same room.

Wii Classic Controller
Play the classic games you grew up with via this retro looking controller.

Wii Zapper*
*Wii Remote and Wii Nunchuk sold seperately. Links Crossbow Training game included.
Anyone can pick up the Wii Zapper and become a master marksman.

Wii™

Wii.com nintendo.com.au

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